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DINGBATS MESSAGE

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Exit: Two drunks were sitting quietly on Bournemouth pier, Jason walked by and..... (Complete the story in your own words and send it to us for the chance of a free cart!)

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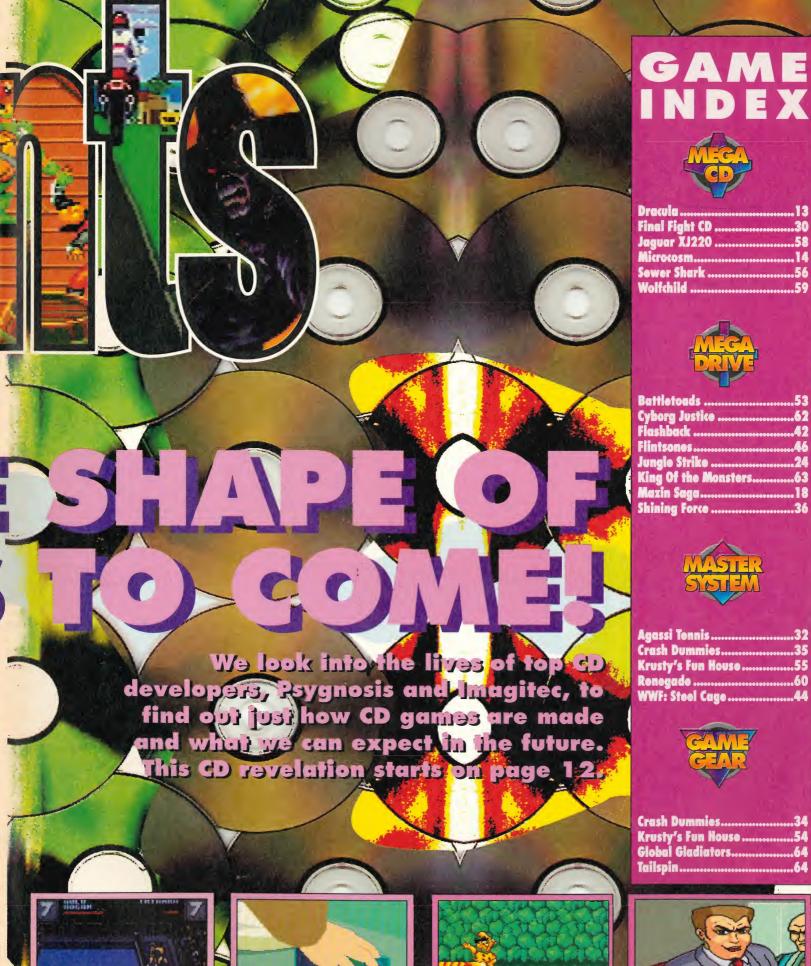
FINAL FIGHT CD30
Bigger and better than in the arcades!



Master converion of a great tennis sim.



Final word: why!





JAGUAR XJ220.....58

rious on Sega, not! The first driving game on Mega-CD.





FLASHBACK42
The graphic adventure of the year!

THE FLINTSTONES46
Fred Flintstone serious on Sega, not!



VSFLASH...Sega have moved! If you've been trying to get through to the important bods down at the big S, then the new address is: 247 Cromwell Road, London SW5 9GA and the new telephone number is (071) 3733000 . . . STOI

SHOW OFFS!

This year's ECTS saw all of the industry's big names showing off their latest wares. There wasn't much to see that hadn't already been shown in the last few months, but a few items of interest did catch the wandering eye of the

Tecmagik had the most new titles on display, even though they are all still under development. Steven Seagal

was probably one of the most novel games on the stand. It features all-time hard man, Seagal, in a huge beat -'em-up game (surprise!). However, it's

not due for release until next year so any budding fans are going to have to make do

with beating up their brothers till then. Tecmagik also showed Sylvester and Tweety (seemingly Tom and Jerry in disguise), and The Pink Panther, due to be released in time for Christmas. They are maintaining their undying support to Master

System owners by releasing all forthcoming games on the Master System as well as the Mega Drive. Good for them!

Konami are continuing their string of fun releases and were showing off the latest addition to the collection. Rocket Knight Adventures features Sparkster, a hell-bent toon who is determined to destroy the Dark Lord. Spooky stuff.

more than secretive about upcoming products, but one of the biggest releases for this year should be Robocop vs The Terminator on the Mega Drive and The Terminator on the Mega-CD. Also planned is a CD version of Another World, a roller-

Virgin were

skating dinosaur adventure called Dinoblades and a Mega Drive version of The Jungle Book.

Code Masters are working on Master System and Game Gear versions of

both Micro Machines and The Fantastic Adventures of Dizzy. More good news for MS owners. Now that their dispute with Sega has been cleared up, expect to see the resurfacing of Micro Machines and the release of The Fantastic Adventures of Dizzy on the Mega Drive.

And yet more encouraging news for Master System owners! It's true, Desert Strike, EA's Mega Drive helicopter shoot-'em-up, is going 8-bit. EA have licensed the game to Domark, who hope to have a version

Most surprising of development house up to full steam.



QUICK ON THE DRAW



Just when you thought they'd joystick combinations, exhausted Quickshot have gone back to the drawing boards and come up with two more. Thankfully they've kept their prices down, but have still managed to come up with some quality goods!

First up is the Starfighter 3B. This has all of the usual D-pad, A, B, C fire buttons but also has an extended cable – allowing you to play up to six feet away from the monitor. Just £9.99 represents good value.

Next up is the futuristically monikered Invader 3. This has all of the above features, but also includes turbo control, slow motion buttons and an auto-fire option. Guess what, it's more expensive, but at £14.99 you can't argue.

rental by Post

If there's a shortage of games rental services in your area, you might like to become a member of the first rental-by-

post games service. Supersavers (not to be confused with the remarkably valued-packed - albeit out of date - Super Savers mail order section in SEGAPRO!) allows you to try out all the latest games for as little as £4.99 for two weeks and then gives you the option of buying them at a reduced price. Becoming a member of the Supersavers club will set you back a steep £19.99, but

this does include a voucher for one free rental. There is also a minimum rental of four games per year, but when you think about it, that's only one game every three months! If you want to join the Supersavers club, ring (0978) 312523 and ask for a membership form.



Yeah, yeah, yeah... So last issue wasn't exactly £1.95, but what's 30p between friends? Suffice to say, £2.25 will now be SEGAPRO's regular price, although it may increase with special promotional issues - unless you are a subscriber! We tried our best, but after 20 issues it just had to happen. If you take into account inflation, that

first SEGAPRO#1 (our £1.95 issue) only had 84 pages, it's not that bad.

Talking of prices, it was interesting to see the artists of the music industry moaning on about the price of CDs this month. If only they knew the price of console games, perhaps they'd feel a bit better.

Sega are always boasting about how sold Sonic 2 has than units more Simply Red's Stars surely so album,

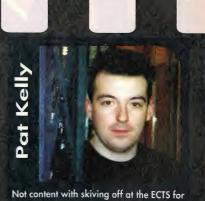
Sega shouldn't charge us any more than Simply Red. By releasing the UK CD games at the same price as the carts, Sega have practically admitted it costs no more to produce a cart game than a CD (unless they're hiking the CD price, of course). Programmers don't demand the high salaries of pop stars, no more people are involved in game production than record production, and both take about the same time to produce.

People are always saying games should be down to a more reasonable level, and if they're selling as many as they boast, this shouldn't be more than £15.

But there's one small problem: no-one is championing the cause to drop prices. Software companies certainly won't, programmers aren't, gutless industry bodies (like ELSPA - for the soft cos - and NASCR for retailers) are keeping quiet for fear of ruining their industry relationships. When is someone with any

power going to do something about it?! Without condoning the use of piracy devices like the MagiDrive (which we have NEVER owned or used), all we can advise is that you don't buy expensive games.

Nobody bought video tapes when they were £50-60, but as soon as someone thought of selling them at £9.99 a whole new industry took off. The same will happen with videogames. Take some action! We have: nobody on SegaPRO or its sister mags has bought Street Fighter II at £64.95 - who do Nintendo think THE "angry" Pros they're kidding?



a few days, Pat decided to "take a well earned rest" up in Scotland. Ah, the life of an editor, eh? When it's not high-powered executive lunches, it's leaving all the staff writers to get on with the work. It will all end in tears when he gets back though, mark my words.

Fave games: Jungle Strike, Final Fight CD

CORE, BLIMEY!

Core Design may not mean much to you now, but over the forthcoming months they will grow to major Sega stature. With huge titles such as Chuck Rock and Corporation already under their belts (as developers), they have recently won Sega rights to publish their own material. Their first independent release will be Chuck Rock II -Son of Chuck. This continues the Neanderthal theme, but stars Chuck's baby son and his adventures in the Stone Age world. It will be released on every Sega format, surfacing sometime in August. Core are also working on Thunderhawk (a flight sim) for the Mega-CD and Bubba 'n' Stix. The latter features a delivery man who has been zapped into space by aliens. He must try to find his way back to Earth by solving many

complex puzzles. Bubba should be coming on the Mega-CD and Mega Drive in early 1994.

available in the newsagents?

SEGAPRO have recently
compiled a special limited
edition issue for Mrs Moore
and the folks down at
Rumbelows. As you can see from the
cover printed here, it features loads of recent games, new
features, special subscription deals and is available free wit
any Sega purchase from Rumbelows. Now there's twice the
incentive to rush out and buy the latest game!

Datel, the masters of console code cheating, are about to launch what could be their most ambitious product yet. Not content with busting just about every game on the Mega Drive, and more recently the Master System, they are about to break into the Mega-CD market. How is

this possible?, you may wonder. Well, the CDX is a cartridge that fits into the Mega Drive on the Mega-CD. By using that old faithful method of flicking the switch at the side of the cart, you will be able to play any game from any country on any

Mega-CD set-up AND, ultimately, also bust the thing Datel-style. Mega-CD owners will be glad to hear that someone's got around Sega's territory protection chip, as this allows any CD owner to play any game, regardless of its origin.

That's not the end of it either! The CDX also allows you to combine any Mega Drive with any Mega-CD, so you won't need to buy a compatible machine if you want to upgrade your console. This is brilliant news for us Sega owners, but Sega are going to be more than a little bit miffed.

Also under development is an Action Replay for Game Gear and the Mega-CD. This allows any potential gamebuster to get extra lives, invincibility and lots more obscure cheats for their system. It may be a while before this appears on the market, as the guys at Datel are having a few teething problems, but they assure us it will definitely be of the same high quality as the Mega Drive version.

In the meantime, expect to see the CDX in the shops very, very soon at around £50.

Latest info from Datel on (0782) 744324.





SONIC NOVEL

Groan. No sooner had Sonic 2 been released, than a sack full of bandwagon products have wheedled their way onto the market. Most of them are fairly useless and just encourage the masses to part with their hard earned dosh. However, a few may be worth a peek.

Take the latest Sonic book. Mainly directed at the novice Mega Drive owner, Stay Sonic provides the background story to the Spiky Blue One's quest. As well as explaining each of the enemies in both Sonic games, it also gives the lowdown on that all-time baddie Robotnik.

As if that's not enough, there are tips and cheats for Sonic 2 on the Mega Drive and Master System (you mean the complete guide in SEGAPRO wasn't good enough?).

Stay Sonic costs £4.99 and is available in most bookshops. Flick through it and you may be surprised at what you didn't know about Sonic.

O WORDS!

Could this be the first time The Big. Breakfast's Chris Evans is lost for words? Just what could he be saying? Captions on a postcard to Big Mouth Strikes Again, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF. A bag full of SEGAPRO goodies to the wittiest caption received before June 10.



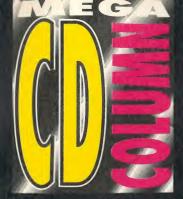
Dave is now the Games World UK magazine gamesplaying champion, but could the infamous bandana be a garment of the past now Dave's had his hair cut? This item of clothing has created more controversy than any other part of the magazine, causing readers to inquire whether he has any hair at all! Get ready for a bandana revival later in the year. Fave game: Flashback

Sam spent the whole of the ECTS being hugged and kissed by everyone. This was a major embarrasment as she's not used to such attention from such important people. Anyway, now recovered from her terrible ordeal, she's back in the office and is now a normal person, once again. Eat your heart out Dom Diamond! Fave games: Shining Force, Flashback

Jason

Jason spent most of the ECTS traipsing after Violet Berlin. Jase admits to having a strange fetish for her purple tights ("she wore them two days in a row," he informed us) and her spiky blonde hair, but unfortunately his affections were lost on her. Oh well, she'll come running when you're rich and famous Fave games: Violet Berlin's tights...

With the amount of stories our Simon has on the rich and famous, it's a wonder he's not a Sun journalist. One minute it's the time he danced next to Simon Le Bon, the next it was when he was nearly in The Shamen. Oh, and don't forget the time he bumped into Kylie Minogue and malebonding with The Chippendales! Fave game: Jaguar XJ220



Greetings, fellow CD owners! Now that the Mega-CD has been released, I bet you were expecting to be snowed under with game releases. How wrong you were! Don't despair just yet, though, there are loads of projects in the

Remember we reported that Time Gal would never be released in this country? Well, it seems developers Renovation have had a change of heart. By the time you read this column, Time Gal should be sitting pretty on the shelves.



The recent ECTS saw a lot of encouraging news for Mega-CD owners. It looks like most developers can't wait to get their hands into the latest Sega technology. Expect to see a UK version of Wonder Dog, The Secret of Monkey Island and Heimdall, a huge viking time RPG, all from those slick people at JVC. Read the ECTS article for more info on CD releases.

Where there's a film licence, there's a video game, or something like that. Storm, newcomers to the Mega-CD, are currently working on The Lawnmower Man II. Based loosely on the film plot, Jobe, a lawn cutter, is used as a human guinea pig and obtains superhuman powers through the use of a weird VR machine. He then turns into a psychopath and goes on a power-crazed rampage. It won't be ready until at least this time next year, but it definitely seems worth the

Sierra have finally released Willy Beamish, a game that takes you right back to your childhood! Avoid teachers, whinging parents and your kid sister and beware - put a step wrong and you'll end up in military school! This will be available for both import and official UK CDs and, take it from me, the graphics are absolutely stunning!

So, on that note, write this little lot on the back of your hand, and look out for them soon: Night Trap, Road Avenger, Time Gal, Willy Beamish, Dragon's Quest. See ya next month...

EWSFLASH...Quickshot now have a whole range of games to accompany their Supervision hand-held. Another 13 games all at under £12.99 - all in black and white . . . STOP

 The Mega Drive version of Star Wars has been delayed further and may not appear until next year. It looks as if US Gold will only be publishing the Sega 8-bit versions and no 16bit publisher seem to have been given the rights by JVC, who will only be publishing on CD format themselves!

 Gremlin Graphics, creators of the excellent Sonic-inspired Amiga game Zool, are to undertake their first Sega project. Among the primary releases will be House of Fun and Nigel Mansell's Racing and the ledgendary Zool!

 Although the Mega-CD is priced at a hefty £269.99, it seems the machines have been selling like hot cakes. Apparently Sega completely sold out of their stock - although retailers still have some left on the shelves.

There are still no definite

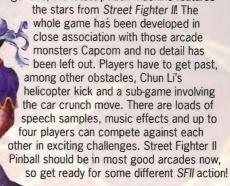
release date for Street Fighter II in the UK, but those sly marketing folks at Sega may be looking towards Christmas now!

 Trouble is, Sega also have another little gem for that time of the year, in the shape of none other than Sonic. His third foray, entitled, yeah, Sonic 3, will be released in November 1993.

 A new console is being developed in Japan that combines both the Mega Drive and the Mega-CD. Check out News from Japan (p10) for more info.

 Staying in Japan, you might have seen some of their excellent animated films. Stories such as Akira, Fist of the North Star and 3x3 Eyes are hugely popular over there, but only receive a cult following in the UK. Well, that could soon improve. Japanese developers are hoping to release most of the films as Mega-CD games over the next two years.

Next time you're down at the local arcade, why not make a change from the latest arcade games and check out the pinball section? You may think that pinball is slightly passé, but get this; the latest pinball machine features





Ten of the best young gamesplayers in the country recently met at motor-racing's top team Williams' garage in Didcot, near Oxford. Coinciding with the launch of Sega's sponsorship of Formula 1 motor racing, this turned out to be quite an event, with the likes of Violet Berlin (Jase's girl) and Chris Evans helping out with the show.

The competition was furious and they battled against each other in an assortment of head-to-head competitions, all for the prestigious title of UK games champ! Talented winners each received a luscious Mega-CD package and Damon Hill's racing helmet.

Games that pushed the experts to the limit were Sonic 2, Thunder Force IV, Road Rash II and Jaguar XJ220. The competition was split into two age groups, with the winners of both battling it out for the title of Overall Sega UK Champion. Carl Roberts, who also championed the senior section, came out as best man on the day, beating Alan Son in a tense head-to-header. The valiant runners-up were Paul Smith, Nicholas Davidson (juniors), Martin Mathers, Chris Sumner, Kevin Allen and Kevin Martin (seniors). Congrats to all especially Damon Hill who went on to come second in the Euro Grand Prix a couple of days later.



Storm, glant software publishers for that second-rate console Nintendo. have come to their senses. They are about to start publishing games for the Mega Drive and with great games like Super Swiv under their belt, they're more than welcome! Although there are no plans to release Super Swiv on the Mega Drive at the moment, Storm have got other releases up their sleeve. First up is Troddlers for the Mega Drive. This is similar to Lemmings, but boasts 175+ levels! Expect to see this hit the Mega Drive in late July. They are also planning Lawnmower Man II for the Mega-CD, although this won't surface until January1994 at the earliest.

OPS articles on the Electronic Arts game Mutant illustrations from the Blood Bowl fantasy football game published by Games Workshop Limited. We would like to clarify that Mutant League

Football and Blood Bowl are two completely unrelated products, produced by two completely separate companies and we apologise for using them without permission and for any confusion the articles may have caused

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CD-Pro



Well, it's hardly worth reporting, because every SEGAPRO reader knows that their favourite mag happens to have the world's greatest gamesplayers on it. But... Okay, we do have a responsibility to tell you all the news in our wellknown and respected unbiased fashion, so here goes...

Viewers of Sky One's top-rated Games World will already be familiar with The

Eliminator show airing on a Monday. Here competitors battle it out to the death on a variety of console challenges. Like you, we thought it all looked a bit easy. But, always ones to jump at a thrown gauntlet (particularly one with a £5 note in it), we duly turned up to try our luck against the other console mags who also claim to have the "country's top players". Well, someone just has to put these guys in their place...

As the lights went down and the cheers went up, who was first out the blocks but our very own Dave "wunderkind" Perry, who stormed through Games World's Cash Dash challenge. Bitter, twisted and completely last was some slapper from Nintendo Zone, who, like all the other competitors, had a significant advantage over luckless Dave because all the games were either on the SNES, Amiga or Neo • Geo. (Wot, no Sega?) Still, true gamesplaying talent always shows through in the end.

With the best four of the mag world's top players left, the foreign sights of Asterix





Challenge, pah, what challenge? Conserving energy, our man did the business, this time knocking out the editor of SuperPlay (er, and Asterix was on the SNES, wasn't it?). With head bowed, the poor chump vacated the stage, still dazed from the glow created by our gamesplaying animal.

Next up was another mighty dodgy SNES effort called Addams Family 2. Still wondering what the hell he had to do, Dave pounced on the joypad and sauntered through to a suitable spot, before deciding to break for a coffee. But before he could find a plastic cup, the sly trickster from Mean Machines had swiped the joypad from his paws, deemed Dave's game over, and started off through the platform game himself... quickly dying about three pixels into the game! So off he went to receive his P45 from EMAP...

Finally, the challenge came down to Dave and GamesMaster magazine's Jim Douglas, a most likeable chap so much so that Dave almost threw the last game because he thought Jim might cry. Just to make things a bit more exciting our man from Torquay gave Jim the first round of King of the Monsters II (Neo•Geo). Needless to say, the next two rounds were not to Jim's favour. We'd go into it in more detail, but the truth would be too painful for Jim Douglas to relive.

As the fanfares blew out, it gave Dave time to ponder on the ease of these non-Sega games. Jim, meanwhile, accepted defeat gracefully. "The best man won on the day," admitted the burly editor.

"Competition?" replied Dave, "Yeah, when does it start?"

 This momentous occasion will be shown on Games World's The Eliminator (every Monday, 6:00pm on Sky One) some time in May/June. (The producers are awaiting transmission approval from the RSPCR Royal Society for the Prevention of Cruelty to Reviewers.)

DIGITISER SOARS TO NEW HEIGHTS

After a bit of a poor start, the Teletext on 4 videogame service Digitiser seems to have finally got its act together. Boasting an audience of over 600,000 weekly (who knows how they work out these figures?), the



service is stepping up its profile to reach even more people. Expect to see celebrity interviews with born-again gamesplayers Right Said Fred and even those bad boys of pop, Carter USM. (Very hip, man...)
Games reviews will now be much more in depth with

illustrative graphics - there's even a weekly games gossip column. If you fancy flicking over the pages of Digitiser, turn to teletext on Channel 4, pages 470-475.

WSFLASH...Sega have two new joysticks on the market. The Mega Stick is an updated version of the old Power Clutch, the other, the Turbo Fire, is an updated version of the standard Sega joypad. Sega stockists should have them now . . . STOI

20 SECONDS TO COMPLY

Newsflash! RoboCop 3 is to be released next month. The screen shots are impressive to look at, but the real interest comes from playing the game. First impressions are that it is similar to the SNES version. Fortunately, the Mega Drive version seems to be far more playable.

Mega Drive, Master System and Game Gear versions are due to be released this June and should be reviewed fully next month.



If you've been buying games for any length of time, then it would be impossible to ignore the changing cart trends. When carts first came on the market, an 8Mbit cart would be something to shout about, but today an 8Mbit cart is the norm. With games like Jungle Strike leading the way into even larger carts (Jungle Strike will be 16Mbit) it makes you wonder when it's going to stop. Most GG carts will now be 4Mbit and get this: Sega are

planning to release a monster 24Mbit cart, hopefully in time for Christmas! No, it's not Sonic 3, the game in question is Streets of Rage 3! As if that's not enough, Sega have also developed a cart that can utilise up to 32Mbit of memory! With this sudden leap in technology, it makes you

wonder why it hasn't been done before. Could it be that the Mega Drive is worried about being overtaken by the Mega-





TOP PRO GOLF SOFTVISION 8Mbit STREET FIGHTER II CAPCOM ?Mbit LAUGHING SALESMAN CD

THE SEA OF HARIMA	SEGA	8Mbi1
GAUNTLET	TENGEN	?Mbit
F1 CIRCUS	NIHON BUSSAN	CD
DYNAMIC COUNTRY CLUB	SEGA	CD
MIGHT AND MAGIC	CRI	CD

AUGUST

BASEBALL '93	SEGA	8MBit
COLUMNS III	SEGA	?Mbit
DEVIL BEACH	SEGA	?Mbit
ROAD RIOT	TENGEN	?Mbit
PANORAMA COTTON	SUCCESS	8Mbit
ROCKET NIGHT	KONAMI	?Mbit
GUNSTER HEROS	SEGA	8Mbit
SONIC THE HEDGEHOG 3	SEGA	?Mbit

п	•	M	
J	u	A	<u>.</u>

TOM AND JERRY SEGA

SEGA	4Mbit
SEGA	4Mbit
SEGA	4Mbit
	SEGA

The totally awesome Street Fighter II is to be released in June. It will be available on cartridge in both the States and Japan, so it's sure to be in the shops over here within a matter of days. No other game has given the SNES so much of an advantage over the Mega Drive and now the tables are set to be turned as the Champion Edition, a much improved version, gets the Sega treatment

The major news, apart from the setting of a release date, is

that Capcom have supervised the Mega Drive version's development. This is fantastic for MD owners who have been patiently waiting, but were unsure whether the game would live up to expectations. There is now no doubt that this is going to be the best Street Fighter II conversion ever!

This is yet another 16Mbit release, but as reported in previous issues, you'll need the six button joypad to play it! Sega are attempting to keep the price of the game and joypad down to below the SNES cart's price of £65. More news soon!



What is hoped to be the best game ever on the Mega-CD, Silpheed VR, appears to be developing very nicely. Utilising the Mega-CD's power in all its, as yet, unused glory, the Star Wing clone is heading for an autumn release in the UK.

Polygon 3-D graphics and the fractal landscapes are the game's main assets. Fortunately, because of the massive memory space available to Mega-CD games, turning them into a fast and compelling gameplay is set to produce fabulous action. Polygon graphics require such a vast amount of memory, but the Mega-CD is an ideal machine

for this. With the limited amount of Mega-CD software available in the UK, this spectacle won't arrive too soon.

This gives Sega an even greater lead over their nearest

competitor, Nintendo. It isn't exactly fair to compare the games, Silpheed VR and Star Wing, but with the Nintendo CD unlikely to make an appearance until next year, Sega are more than one step ahead.

The most amazing attraction of Silpheed VR is the detailed fractal landscapes. In just one scene, there are over half a million polygons. You can see from the pictures just how clear and detailed they are, giving you a good idea how impressive the game is going to be.

The product is further enhanced by fantastic audio capabilities, with not only CD quality sound, but continuous stereo Pulse Code

Modulation too. Add to this surround sound effects and you're in for one heck of a game. How can Nintendo compete?







- SUPER COLUMNS
- 2
- 3 3
- 4 STREETS OF RAGE II
- NE FATAL FURY
- NE F-22 INTERCEPTOR
- 7 NE WORLD TROPHY SOCCER
- 8 NE
- SUPER MAH-JONG



- LUNAR THE SILVER STAR 10 NE
- SONIC 2 1
 - SHINING FORCE GAIDEN
- 2 3 STREETS OF RAGE 3
- SUPER MONACO GP2 NE
- LEMMINGS

The combination of three RPGs in the Arcus series has been one of the most eagerly awaited CDs in Japan. They were originally a huge success on the PC and now the Mega-CD is due for the royal treatment. Unfortunately, there's going to be quite a wait for the official UK version.

The graphics have been improved and new music will make this one of the best games yet for RPG fans.

New additions to the gameplay include an original concept where you mix the current items you hold and turn them into something different. Very strange indeed!

New characters, together with the up-dated old ones, should help make the game bigger. As Arcus III isn't likely to arrive in the UK for quite a while, we will all have to be patient or brush-up on our Japanese.



Sega have revealed more information on its new Mega Drive and Mega-CD combo. machines are much smaller and surprisingly cheaper than first envisaged. In Japan, the hardware is going to cost approximately 40% less. If the UK prices dropped just as much, the Mega Drive 2 would cost approximately £80 and the

Mega-CD 2 about £160. Somehow, I don't think so!

The changes to the MD include modifications to the sound port and power supply. The big news for MS cart owners is that, as some circuitry has been omitted, Master System games will

not play on the new Mega Drive.

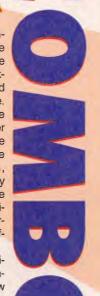
The new six-button joypad will be supplied with the machine. This is likely to become an essential add-on for the Sega 16-bit console, especially with Street Fighter II on the way. With the suave and sophisticated look of the new machine and lowering in price, it's sure to be a

The Mega-CD 2 will be a top-loader, in contrast to the front loading Mega-CD. It has the advantage of being able to eject CDs without the need to power-up, but it's more vulnerable to taking knocks. The demo screen will be changed with Sonic likely to make a guest appearance.

> As these details refer the Japanese machines, we can only assume that the official UK version will differ.

It is possible to comthe bine

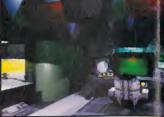
machines with the old. Not only can you attach a Mega Drive to the Mega-CD 2, you can also plug-in the Mega Drive 2 to the current Mega-CD. This will be great news for gamers who want the new Mega-CD 2 without any hassle of having to buy the new Mega Drive.

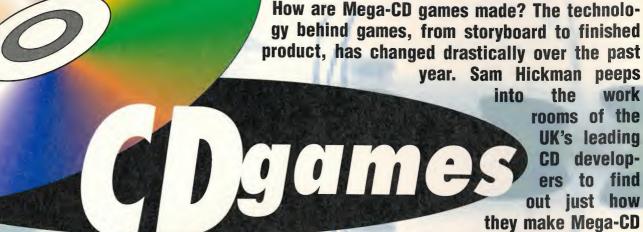




- Last month, we brought you details of J League Pro Striker '93 which utilises the new four-player adapter. The game has now been released in Japan and it appears to be pretty good. It looks remarkably similar to the average Tecmo World Cup games, but the gameplay is far more realistic. Loads of stats that may prove useless when the game is translated - if it ever is, but the Sega Cup tournament is likely to create a few office disputes.
- Boogie Woogie Bowling is to be released on the Mega Drive. Similar to the SNES version, Super Bowling, this is a ten-pin bowling simulator. Taking up just a 4Mbit cart, expectations are low. About 95% of the game has been finished and it's due for release in Japan and the States very soon.
- Sega of Japan have just released an 8Mbit cart for the Mega Drive under the name of Devil Buster. It appears to follow a similar idea to the tough Chakan adventure, with Fire, Air, Earth and Water portals. Hopefully it's going to be available in this country soon.
- Wolf Team, the creative game designers who bought you Cobra Command and Road Avenger, are back with Devastator, a platform adventure with a heavy shoot-'em-up influence. Whether it's going to follow the team's usual style of digitised graphics and simple gameplay is, as yet, unknown.
- A 3-D view is used in Heimdall an adventure game that has just become available in Japan. There's an option of using up to six characters at any one time. There may be a problem for UK games players as Japanese text contains essential info. It's the same old story of waiting for the UK release, although JVC will be releasing the CD version soon.
- As reported in the last issue of SEGAPRO, Ultraman is here to stay. The Japanese version is now finished and there's very little difference between it and the dire SNES game. If you're unaware of the plot, you take control of Ultraman and fight numerous monsters along the way in a Street Fighter II rip-off. Squeezed into a pitiful 4Mbit cartridge, there's little hope of a stunning fight.
- The relatively smooth looking F1-Circus is soon to be released for the Mega-CD. Having already made a highly rated appearance on the Mega Drive, the potential of this game is massive. Graphics should be amazing and, of course, the sound effects and tunes are said to be outstanding.
- Golf games appear to be popular in Japan and the Mega Drive and Mega-CD are to be treated to what hopes to be the best yet. Top Pro Golf II convert easily for the UK market. So, fingers crossed!









THE MAKING

Over the past two years Psygnosis have been recognised as the leaders in CD game development. They now have their first products, *Dracula* and *Microcosm*, ready for the Mega-CD.

Having always been at the forefront of games technology, since being established in 1986, they began publishing games for the Atari ST and Commodore Amiga when most other UK games publishers were still focusing their efforts on the 8-bit market.

Producing high-quality titles has always been their priority and breathtaking graphics have become the trademark of the company. This was especially apparent on games such as *Shadow of the Beast*, which, when first released, won many industry awards for its superb graphics. Although many Psygnosis games featured stunning graphics, the gameplay often left a lot to be desired.

Lemmings was soon set to change that! As well as launching the company into a new direction, it also introduced innovative game-play to a platform-tired gaming world. It won awards left, right and centre and proved that Psygnosis were capable of producing all-round high quality games that were, in fact, playable.

However, since Lemmings arrived on computer over two years ago, the company has been relatively quiet with very few high profile releases. What they have been achieving, though, is nothing short of amazing. They have invested a large proportion of the profits from Lemmings into CD-ROM development. After spending the last two years working on new techniques and designing the engine for CD game development, they are now ready to develop a clutch of new generation super games.

SILICON GRAPHICS

Psygnosis develop their CD games in a very different way to any other company. Rather than hand drawing or digitising the background images for games, they are created on-screen using powerful computers. These Silicon Graphics workstations cost a whacking £30,000 and are capable of producing life-like images of 16 million colours in minutes.

Psygnosis have eight workstations for each CD project. This mammoth monetary investment indicates how serious they are about their CD development. Only one other company in the UK possesses the package and, even then, they only own one.

The machines are networked together and, between them, have almost six gigabytes of storage memory. This is the equivalent of 12,000 8Mbit carts. You'd think that with this amount of storage it would take years to fill up, but the development team claim that they are capable of filling the system's storage memory in as little as two days.

NEW MODEL ARMY

Rather than using conventional graphic artists, modellers work with 3-D computer graphic environments, a process more commonly known as sculpting. The modellers work from storyboards and create models of the backgrounds in a 3-D graphics package.

The models can be created for any scenario, from Dracula's castle to a planet in outer space, and use the same technology that's used to create virtual reality environments. In the case of *Microcosm*, this was a model of the internal arteries in the body. The models are created using 3-D computer-generated wireframes that are made up from several objects.

Each of the objects in the model must be given a texture. It is the realism of this texture, more than any other factor, that makes the created images look real. In Microcosm, a photograph of the femur bone was used to obtain a realistic similarity of one of the tubes in the body. The artist attempted to draw a reasonable texture on-screen for days, but could not create anything authentic enough. Other textures can be created from a menu in which factors from solidity to reflectivity are taken into consideration.

games work.

Once the environment has been created, additional objects, such as space ships, planets, etc, are created and positioned on the 3-D wireframe computer model.

Lighting is applied and by rendering the image at a set camera position using x-y-z co-ordinates, a real-life image is created in 16 million colours. By changing the camera position during short intervals, an animated sequence of screens is created. The camera can be set on a pre-determined path and the 200-frame (200 screens) or so animation rendered at a rate of one frame per minute. The power of the computer is put to use with these large renders as a 200 frame animation in 16 million colours can take quite some time.

TRACING PAPER

Ray tracing isn't new. It started life as a concept over 20 years ago. The process literally traces the path of each ray from a light source, and calculates the resulting reflection on a object. Psygnosis first used the technique in a short animated intro to an Amiga game called *The Killing Game Show*, which was later released on Mega Drive as *Fatal*



Rewind. The animation was created on the Amiga using the package Sculpt 4-D. This was fine for a small intro to a one-off game, but when you're doing this for real on an every day basis, a more powerful set up, such as the Silicon Graphics workstation, is required. Theoretically, what is done on the workstation could be done on a heavily expanded Amiga with a 24-bit graphics card and 68040 processor, but renders would take days rather than hours.

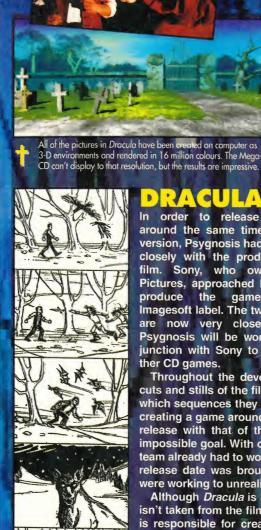
INTERACTIVE CITY

This is not all that's involved, though. With thousands of rendered screens at their disposal, the programmers can run long, realistic animations, but to position sprites, such as bullets etc requires interaction. Because each screen is a single image, rather than being constructed from graphic blocks or vector graphics, there are no variables that the program can take co-ordinates from.

To this end, Psygnosis have created several co-ordinate mapping programs that provide vector parameters from each static screen's 3-D model. These co-ordinate files are saved in the same sequence as the screens. So, if the current screen being displayed is number 200 in the animation, its variables can be taken from the 200th parameter in the coordinate table. This process is completed automatically and would be near impossible to achieve manually. In effect, the program is running a vector graphic engine, with interactive sprites displayed over the slick ray-traced backgrounds.

Another useful programming aid that Psygnosis have developed is the screen compression routine. This is







Scenes have been carefully and painstakingly created to capture the eeric atmosphere that all Dracula movies are legendary for. This animation of the creeky wooden bridge is but one example.

DRACUL

In order to release Dracula at around the same time as the film version, Psygnosis had to work very closely with the producers of the film. Sony, who own Columbia Pictures, approached Psygnosis to produce the game for their Imagesoft label. The two companies are now very closely tied and Psygnosis will be working in conjunction with Sony to produce further CD games.



After defeating the wolf Harker's next task is to negotiate a set of stepping stones in a bog pit,

The stones must be timed correctly to pass this test, the level of difficulty however, should reflect this early phase of the access.

violent joypad movements are needed to escape

Throughout the development, the programmers were sent rough cuts and stills of the film to work with. From here they could decide which sequences they wanted to use in the film and then set about creating a game around them. The initial idea was to time the game release with that of the film, but this was eventually deemed an impossible goal. With only nine months to create the whole game, the team already had to work to extremely strict deadlines. When the film's release date was brought forward, the programmers realised they

were working to unrealistic targets. Although Dracula is loosely based on the film, the game's music isn't taken from the film. The in-house musician, Dominic Mallinson is responsible for creating the music soundtracks. The result was very smooth and adds a classical timeless atmosphere to the gameplay. Dominic wasn't completely happy with it "Because there is so much emphasis on the graphics, it was a hard job to fit the music in as well. We're thinking about releasing a music CD to be packaged with the Mega-CD version. That way you can listen to the sounds and play the game at the same time.

In the game, you play Harker, the love struck young man whose girlfriend has a strange fascination for old Drac. You must seek out all the living Draculas

(there are hundreds of these) to rescue her. There are many obstacles to overcome, as well as the bats, dogs and spiders that are strewn around each level.

Harker has over 20 special moves and plays rather like a character from Streets Of Rage. Over 500Mbits of graphics and sound data have been used and there is also 15 minutes of film footage for you to feast your eyes on. The result is stunning and the game is presently going through its final completion stages.



The Dracula team. No, it's not Noel Edmonds at the bottom, but the game's musician, Domonic Mallinson



EEATURE



paramount to the success of realistic animation on a scale such as seen in scrolling shoot-'em-up,like Microcosm.

Animation speed in CD games can be as high as 30 frames per second. Other parts of the games run at a slower rate, usually between 8-16 frames per second, but during the action, the frame rate chops and changes depending on the requirements of the system and, of course, how well each effect looks.

DOWNGRADING

The above process renders graphics in true colour, that's 16 million colours on screen, but most CD systems aren't equipped to handle that much information yet. But when they do catch up, Psygnosis will be ready equipped to produce true-colour pictures.

The Mega-CD can only display 16 colours when animating, so a lot of development time is spent converting each of the 16 million colour screens into measly 16-colour Mega-CD screens.

All of Psygnosis' games will be developed for every CD machine and by creating the graphics at a top level, each version will be downwardly compatible.

FILM FOOTAGE

In both of the current developments, Dracula and Microcosm, there are many rendered animations and in Dracula there are even several full motion sequences taken directly from the film footage. These animations are incorporated into the theme of the games. In the case of Dracula, the desired film footage was chosen and then digitised. Although Psygnosis claim to have perfected this technique, the actual sequences are far from film-quality. They tend to suffer due to the colour and resolution limitations that make the images look grainy, spoiling the clarity of the picture. At the moment, it seems unlikely that the Mega-CD will ever be able to produce film-quality images at all unless different custom hardware chips are designed for it.

There may also be some surprises on the pricing of the discs. Psygnosis are the first to admit that each CD only costs £0.50 to produce and that the price of the discs could soon fall.

As such, they are looking to eventually target their games at around £20. Surely with pricing like this, cartridges may be phased out much quicker than was previously believed. It will certainly persuade many prospective buyers that the Mega-CD is good value for money.



As it hits the window the creen whites-out. (orsby's body lies suspended in a chamber, awaiting the ubes are the only link between him and the

Each CD game must be extensive ly storyboarded before any work s started on it.

you. There are hundre

and varied, they add

They are stunning to

Although Microcosm

human body? Microcosm allows you to do just that. Taking the role of a doctor in a scenario out of the film Fantastic Voyage, your mini-sub is shrunk to microscopic size and injected into the body of a very important

individual. As the doctor, it is your job to blast the infections that inhabit the arteries, taking care not to damage your patient.

The game is described as a simple shoot-'em-up, but one of the best that you'll ever play. There are a multitude of arteries to explore in each of the six levels. The many different paths make the route either shorter or longer, but ultimately all lead to the cause of the illness (the end of level guardian!).

To restore the patient's health to normal, all the infections must be dispelled from the body. It's a huge game, with seven levels and many sub-levels to explore. It has fantastic intro sequences and, to add irregularity, fast cuts are used. These are tiny two or three second sequences showing views of action, such as enemy ships exploding or objects whizzing past

of these in Microcosm and as they are so fast mendous amount of variety to the gameplay. h and fit in well with the whole style of play. ld be available in July, there are still many fin-

I never knew biology could be this much fun. This is yet another graph



You'll have to don your futuristic doc-tor's suit to reach the parts that modern day practices can't reach.



Stunning stills like this feature in the new generation of shoot-'em-ups.

ishing touches waiting to be added.

For instance, to enable the images to run on the Mega-CD, special com-

pression techniques had to be developed. To date, the project has taken two years and the finishing touches still have to be added to its gameplay. Andrew Toone, one of the programmers admits that "We had to learn an awful lot. Besides the art and technical stuff, there was a huge amount of pure organisation involved." From quick glimpses of the near-finished product, it all seems worth it though - it is absolutely stunning.







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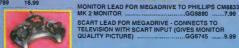


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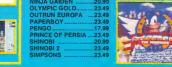
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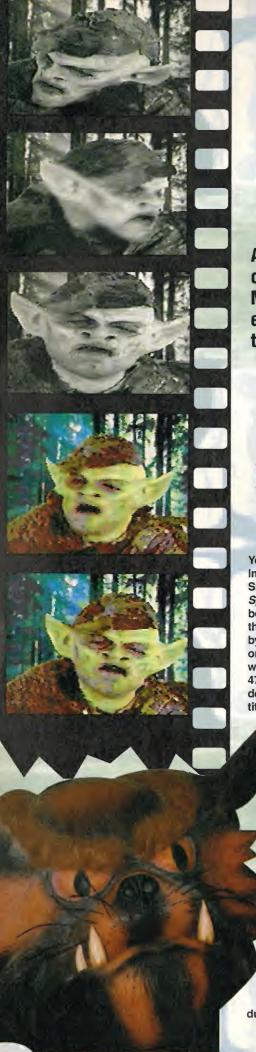
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A few months ago, we featured a preview of forthcoming Imagitec products. One of these was a Mega-CD game, *Space Junk*, that was just in its early stages of development. Seven months later, the basic idea is starting to come together.



You may have already heard of Imagitec. They were featured in SEGAPRO #13, when the idea of Space Junk was still in its story-board form. Based in Yorkshire, the company was founded in 1987 by two programmers who worked on game conversions for big software publishers. They now have 47 employees and have a policy of developing their own original titles.

Space Junk is their first CD project. Many new skills had to be learned and many new processes, not previously associated with game production, are being used. They may be newcomers in the CD games field, but they're learning fast.

Imagitec aim to create a feeling of spontaneity in Space Junk as the characters are based on real human beings! Even the programmers don't escape characterisation! Of the hundreds of characters, over 60 can interact with the player. Like most CD productions, a huge amount of effort and money has been spent the game's production.

GAME SCENARIO

Randolf GRR Zion, a kind of cross between Chewbacca and a fluffy white poodle, is a pilot travelling through space with his partner in their ship, the Righteous Dub. They trade junk or cash with anyone and everyone. After pirates capture the trading ship, Randolf is dumped on a small, sleazy planet with no cash and no sign of his partner.

He must find out who stole the ship, rescue his partner, find out what exactly was in the cargo hold of the Righteous Dub to cause the pirates to steal it and, firstly, must find out what to do on a sleazy planet when he has no money! In doing so, he'll have to work out the many complex and subtle planetary puzzles that crop up.

Space Junk promises to be a huge adventure in which the player guides Randolf through the alien world, collecting clues, picking up objects and talking to other aliens. The dialogue between the characters uses a new process, Real Time Animation (RTA), that will make the game different from your typical cartridge release.

When Randolf wants information, all he has to do is find one of the 60 interactive characters on the planet and enter into dialogue with them. The dialogue screen will show RTA footage of the character and real speech.

The characters have a choice of responses, so Randolf must be careful in what he asks as the gameplay can follow different leads, each of which will make a drastic difference to the outcome of the adventure.

Apart from the interactive characters, there is a lot of junk scattered around the landscapes. Randolf will stumble across many objects which are there to be used in his quest for freedom. The exact nature of *Space Junk* is still being discussed, but it





Our very own Ed! Determined to get into the spotlight, Pat poorly disguises himself as one of the actors.

will focus heavily on an adventure atmosphere with strong puzzle elements.

This ambitious project uses many tried and tested adventure elements and incorporates the new process, RTA, that is made possible with CD technology.

IN DEVELOPMENT

Over the past few months, the game's designers have been working on the RTA on the Mega-CD, because if it didn't work, then there was no point in continuing with the project.

For this purpose, several masks were designed and characters were dressed up in costume. Film sequences were taken of various scripts on expensive broadcast quality equipment at Elite TV. The footage is digitised and ported onto the development system. The images were downgraded from 16 million colours to the Mega Drive's 16 colour palette and automatically recoloured. Then each

recoloured. Then, each frame was manually recoloured to get the finished art just right.

Problems arose very early on. The Mega-CD doesn't expand on the Mega Drive's limited palette, so the colours blurred during animation. This was due to the limitation of the palette, so it was decided to use 12 grey scale tones rather than colour. As the Mega-Drive's palette limits the number and shade variance of colours that can be used in animation, companies producing "live footage" Mega-CD animation will tend to use monotones.

Although emphasis has been placed on the real-time animation, work has still continued on the game's development using more conventional design methods.

All backgrounds are hand drawn, painted and then digitised before the palette is modified for compatibility and the graphics loaded into D-Paint on the PC. Graphic artists recolour and touch up each of the level maps. The artist is responsible for anima-

SEATURE



There are over 60 interactive characters. That means that over 60 masks and costumes must be made to fit actors who are then filmed and animated. Each mask must be made to fit and, as such, all employees of the company were asked to act the part of at least one alien. Some declined, but those who accepted were soon to face the joys of having a mould made for their faces. The moulds take almost half a day to fit, but it was found that when they were peeled off, they took away some of the model's hair and skin!

The alien masks are created from clay modelling, before being subjected to the same latex mould process. Once both inner and outer moulds are ready, they are sent to Soft Options who are famous for their Spitting Image puppets. They produce the latex mask.

The masks must then be touched up, painted and characteristics, such as hair and head-gear, added. After that, they are ready to be worn by the model, whose face should fit snugly, and filmed.

Once filmed, the images are digitised and touched up by artists on a frame-by-frame basis. The sound will be dubbed onto the finished animation at a later stage.







After this process is finished, this and the cast from the alien mould will be used to form the mould for the latex



tion, placing objects on the screen and calculating levels of depth (parallax). The finished graphics are given to the programmer to incorporate into the game.

There's still a way to go yet. All the 60 characters have been drawn and characteristics given, but only ten have been filmed. It is hoped that three new characters can be filmed each week. On top of this, the backgrounds and story have still to be finalised, although most of the plans have been set. The graphic designers are busy drawing the complex graphics and the artists drawing sprites and adding parallax to digitised backdrops.

Space Junk looks set to be a huge game in more ways than one. Not only is there the massive game world, the CD features over 60 minutes of real time animation.

The development team promise a monstrous soundtrack and spectacular digitised film images. The aim is to create games that will set the trend for the future and, in the case of Space Junk, they should achieve

Unfortunately, though, you'll have to wait until at least Christmas before the finished version will surface.

TEAM

Behind every great game is a group of great programmers, but in Space Junk, there are many different people involved! As well as the game designer, there are graphic artists, film crew, sculptor, mask designers, music composers, editors and the infamous programmers. Where does an idea like Space Junk come from? We spoke to designer, Nigel 'pig' Kershaw who informed us that, "We want something that's going to be exceptional. Something to compete with the best CD tech-



Don't mess with this guy! Pig, the designer of Space Junk, manages to eat hoards of pizza in his spare time - hence the nickname! nology." Ady Waterhouse, the game's main programmer agrees: "This

type of game could set trends for the future, it's a new approach and we're very excited about it."

With the Imagitec team dedicated to game development, you would think that most were addicts out of the office too. Not a chance: "I hate computer games - the last thing I want to do when I get home is sit in front of the telly playing them", Ady moans. However, he does admit an addiction for RPG's and the odd arcade blaster now and again!



This shifty looking bloke is the talented individual manages the puppet production.



Each character must be hand drawn before being digitised and prepared for the game. The graphic artists and mate sprites and recolour the graphics once they are digitised.





It appears that a close clone of the classic SNES release Super Probotector has been launched on the Mega Drive. Jason Johnson raves on about how this game is like Streets Of Rage II and Street Fighter II. Mazin Saga appears to be a mixture of both of these superb fighters. The question is, will it work?



Talk about under the thumb, this has to be the most painful end of level torture ever witnessed on the Mega Drive. Mazinger-X is no terminator and a deadly claw of the hand is likely to knock your energy down to a totally unacceptable level.

MAZIN SAGA

SEGA £39.99 OUT JULY

CART SIZE8Mbit PLAYERS.....1 STAGES6 SKILL LEVELS.....2 FEATURES continues CONTACT

Sega © (071) 3733000



TO DO

Mazin Saga attempts to put at least four games together into one extravagant multi-gameplay battle. There are four primary levels and then an extra two fights to follow, offering plenty of originality and it could well appeal to a larger audience than your usual beat-'em-up or street fighter.

The sudden change from Golden Axe style to the end of level guardians that you must fight in Street Fighter II is novel. It may just be a one-off, but multi-game carts may be the way of the future.

PROS

Testing fighting skills in more than one way has rarely been seen. The Street Fighter II element combined with a large Super Probotector influence is original in that it has never been attempted before, probably because of the compromises that have to be made.

If it all sounds fun, wait until you see how many different moves the main sprite performs. There are the basic slash-and-maim sword attacks, but then you're treated to spin-attacks and an array of close moves. Don't expect to see as many moves as there are in the move-dominated Street Fighter II, but this still gives you a huge amount of playability. It's more appealing than the majority of games that follow a pugilistic setting.

PROPLAY

There are a few quirks that will be ironed out by the time the game is released, but the general gameplay is fast and addictive. Both graphics and sound are lively, although they are unlikely to appeal to everyone's taste. The main sprites are relatively small during the scrolly levels and it's only during the Street Fighter II sequence that you are treated to a real eyeful of robotic fighting.











Sega Pro JUNE 1993



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MASTER SYSTEM

PREDATOR 2

ACCAIM 6 \$32.99
There's a killer on the loose! Battle your way against the ultimate invisible hunter – the Predator. He's on the prowl in the streets of Los Angeles and it's up to you to get rid of him. (SEGAPRO #16, 46%.)



KRUSTY'S FUN HOUSE ACCLAIM • £32.99

Can you help Krusty rid his fun house of rats? He's already got Bart and Homer Simpson helping him, but they're not much use. What they need is



some brain power and that's where you come in! (Reviewed this issue.)

WORLD TOURNAMENT GOLF SEGA • £32.99

For all those armchair sports fans out there! This allows you to play 18 holes in the comfort of your own home, without getting cold, wet and fed up! There's also an option of competing in the World Cup, or if you don't fancy that, pit your wits against the computer.

GP RIDER SEGA • £32.99

Get the wind in your hair and the rain in your face with this mean motorbiking game. An alternative to Road Rash on the Mega Drive, based on the Sega arcade machine

WONDER BOY IN MONSTER WORLD SEGA ● £32.99

Possibly one of the most action-packed games available for the Master System. Whether it's platform RPG or beat-



'em-up action you're after, this game has it all. Rid the Wonder Land of monsters and become the world's greatest hero! (SEGAPRO #18, 90%.)

RAINBOW ISLANDS SEGA ● £32.99

This is the follow-up to the brilliant Bubble Bobble. Armed with just a few rainbows, you must rid the world of the evil Black Satin. Oh. there's also the matter of the seven hidden crystals to clear up too! (SEGAPRO #19 79%.)

WIMBLEDON 2 SEGA • £32.99

The first version of this game was so popular that we still receive cheats for it! This will arrive just in time for the real Wimbledon, so if you're no good at tennis, this could be your moment of glory!

RENEGADE SEGA • £29.99

If you think you're a dab-hand at karate, this could be the game for you! Purge the evil infested streets from gang members and other undesirables. Apart from the usual beatem-up action, there's also some wicked motorbike scenes. (Reviewed this issue.)

STREETS OF RAGE SEGA ● £32.99

The three ragers set off to end corruption on the streets of the USA. Most of it revolves around the gang's old enemy Mr Big and his fellow gang members – so off they go, bashing their way to the top. (SEGAPRO #19, 89%.)

SUPERMAN VIRGIN • £32.99

Yet another classical superhero making his way onto Sega consoles. Help Superman destroy the forces of an evil alien, determined to put an end to life as we know it. This is no match for Superman, though, who has loads of special powers and is as hard as nails!

GLOBAL GLADIATORS VIRGIN • £32.99

Mick and Mack dream of becoming just like their Superheroes, the Global Gladiators. When creepy Ronald McDonald offers them the chance to work for him in an environmental clean-up (probably for £1.20 an hour) the two kids just

GAME GEAR

can't resist. (SEGAPRO #19, 66%.)

JAMES BOND -THE DUEL DOMARK ● £39.99

Slick and smooth is the trademark of Bond and this game looks set to be



just that. Join James on his quest for baddie-crunching, fast cars and

TALESPIN

SEGA ● £27.99 Baloo and Kit own their own cargo shipping company, but like everyone else, are else, from are suffering



recession. When they see a competition for a lifetime's contract of cargo, they can't resist! There's only one problem: they've only got one plane and the competition takes place all over the world! (Reviewed this issue.

EVANDER HOLYFIELD BOXING

SEGA ● £27.99
Boxing fans will love this game – it's heavily focused on boxing action and it also takes a new player angle. Instead of seeing the side angle, the opponent is placed directly in front of you! There's also loads of different opponents and a mean challenge throughout.

TOM AND JERRY: THE MOVIE SEGA ● £27.99

Tom will never give up his quest to destroy juicy Jerry! Now you can add more trouble to their mischief as you join Tom as he gets up to more humorous antics in the



house and around the neighbourhood.

LAND OF ILLUSION SEGA • £27.99

Castle of Illusion was great, but this is even better. This time Mickey must regain the magic crystal that helps the people to be happy. Fail and they're doomed to eternal unhappiness! (SEGAPRO #19, 92%.)

PREDATOR 2 ACCLAIM • £27.99

Can you save the hostages captured by evil drugs gangs? I should hope so, because you're the toughest cop in LA! If you don't get to them in time, the Predator certainly will and he'll get you too if you don't watch out!

KRUSTY'S FUN HOUSE ACCLAIM • £27.99

Krusty's house isn't much fun since it's been overtaken by rats! Help him get rid of them and

turn the fun house back to its usual state! (Reviewed this issue.)

PRO

SPIDER-MAN 2 ACCLAIM • £27.99

DATES DATES

Spidey is back again and not before time either. Again, he's out to stop the evil gangsters of the city. All of the previous adventure's action is included here and yet again Spidey must prove that he's the toughest superhero on the block! (Reviewed this issue.)

MEGA DRIVE

DOUBLE DRAGON III

ACCIAIM • £39.99
The third episode in the drawn-out Double Dragon saga. The action is much the same, with the two



heroes battling their wits against evil gang members. They're not completely unarmed, though, their hands are lethal weapons! (SEGAPRO #16, 35%.)

DOUBLE CLUTCH SEGA • £34.99

Yet another racing game, with the same principles as all of the others. The aim is to win the race and stop all other competitors from coming anywhere near you.

OUT RUN 2019

SEGA ● £39.99

Will the Out Run series ever come to an end? Would we want them to? Out Run 2019 is set only a few years into the future, but the action is still fast and furious. Get ready to burn rubber! (SEGAPRO #18, 84%.)

CHIKI CHIKI BOYS

Cute and cuddly is the name of this game. Help the Chiki Chiki boys (originally destined to be called the Mega Twins) defeat the monsters that



have invaded their land. (SEGAPRO #16, 44%.)

CAPTAIN AMERICA

SEGA • £39.99
All of the super heroes come together in this adventure, to combat the forces of evil. The freedom of Earth is at stake. One- or twoplayer action is possible in this action-packed shoot -'em-up. (SegaPro #19,

GLOBAL GLADIATORS

VIRGIN © £39.99

Mick and Mack become environmental super heroes in this sign-of-the-times game. Armed with splurge guns, the intrepid heroes set off to clean up the planet. (SEGAPRO #17, 94%.)

SUPER KICK OFF

US GOLD ● £44.99 It's been on every other computer game format and now it's on the Mega Drive! Footie games don't come slicker than this, especially on console. If you can get used to using a joypad to control it, you'll be

laughing all the way to the goal. (SEGAPRO #18, 83%.)

PRO

VIRGIN © £39,99
Whatever action you're after, you'll find it here.
Whether you'll like it or not is a different matter! Superman may be the king of the comic world, but the Mega Drive version is only just up to scratch. (SEGAPRO #18, 62%.)

ANOTHER WORLD

VIRGIN © £39.99
A particle acceleration experiment goes drastically wrong and you are thrown into another world. Try to find your way out and uncover the mystery surrounding the strange land. (SEGAPRO #18, 92%.)

FLASHBACK US GOLD • £44.99

The follow up to Another World, sees the scientist plunged into another strange world. This time he's uncovered an alien invasion and finds himself in the midst of the crossfire. (Reviewed this issue.)

SUMMER CHALLENGE ACCOLADE • £34.99 Who wants to play all of those horrible winter sports when you can play fun summer ones instead? Compete in loads of different sports, or just go for a practise if you're short on

JACK NICKLAUS POWER CHALLENGE 2

ACCOLADE • £39.99
Hot on the heels of PGA Tour Golf II, Jack Nicklaus has his own challenge. It's his second appearance on the Mega Drive and everything has been improved for the occasion

STEEL TALONS **DOMARK** ● £39.99

You are the pilot of a super assault chopper and your mission is to blast everything in sight! There are 12 missions to complete, so this is no overnight hero. (SEGAPRO #16, 69%.)

PAPERBOY 2 DOMARK ● £39.99

The first version was a huge success, and the second is more of the same. Paperboy has progressed to delivering papers to both sides of the street, but he's still as cheeky as ever! Help him deliver the papers properly, or it's no pocket money for him! (SEGAPRO #19, 63%.)

MEGA-CD

NIGHT TRAP SEGA • £49.99

A bunch of young girlies are left alone in the house and it seems

as if there's an intruder outside Another group of girls have

already g o n e missing, so

it's up to you to protect this lot. Using your wits and video cameras, you must track down the burglars (SEGAPRO #19, 87%.)

ROBO ALESTE SEGA • £39.99

A frantic shoot-'em-up that is slightly enhanced using the Mega-CD's special effects. Loads of action and a great challenge, but it's still not up to scratch. (SEGAPRO #16, 49%.)

Sega Pro JUNE 1993



20

PRO PRO PRO DATES DATES DATES **COOL SPOT**

MASTER SYSTEM

BATTLETOADS

VIRGIN © £32.97

The evil queen has kidnapped your girlfriend and your best friend, so what are you going to do about it? In the true spirit of Battletoads, you're going to get after them and destroy anyone who gets in your way.



ANDRE AGASSI TENNIS

Andre Agassi may look like a wispy-haired ponce, but he plays a mean game of tennis – and when you're that good, no-one's going to



argue with you. If you think you can, then get out your racket and challenge him to a game. (Reviewed this

ROBIN HOOD

A bit of a late release since Robin Hood was last year's hype, but a greatly anticipated release nonetheless. This places heavy emphasis on RPG tactics and looks set to be one of the big games for summer

TWO TRIBES/POPULOUS 2

Virgin still can't make up their minds what to call this, but it's basically a sequel to the hugely



successful Populous
(One Tribe?). The
gameplay has been much improved and this should mean it's much more playable.

T2: THE MOVIE

ACCIAIM © 532.99

The Terminator is on the loose again and he's out to kill John Connor, son of Sarah. If the terminators manage to get to him, the human race could be totally wiped out, so it's up to you to stop them! (Reviewed this issue.)

WWF: STEEL CAGE

If you fancy watching grown men act like little kids, then this could be just the action you're after. All the blubbing, acting up and showing off you'd see in the real wrestling ring, except it's on the Master System. What more could you ask for? (Reviewed this issue.)

BART VS THE WORLD

ACCLUM © 532.99

Bart is the angriest young man this side of the cosmos, and boy does it show! This time he's taking his aggression out on the whole world in this action-packed platformer. (Reviewed this

ULTIMATE SOCCER

The first soccer game that has been programmed by Sega's in-house programmers. Tournament and single game action has been included as well as a penalty shoot out option.

GAME GEAR

GLOBAL GLADIATORS

Armed with just a couple of splurge guns, Mick and Mack set out to do environmental justice for the world. Not without the help of Ronald McDonald though who pops up now and again to give the lads a helping hand... (Reviewed this issue.)

TWO TRIBES/POPULOUS 2

Your chance to play a god! Get your tribe to the top of the evolutionary pile before another one comes along and obliterates you!

BART VS THE WORLD

Bart's already gotten rid of the Space Mutants in his last adventure and now he's after world domination. Can anyone stop this cheeky blighter? (Reviewed this issue.)

CALIFORNIA GAMES 2 SEGA • £27.99

Choose your favourite from a multitude of sports and then see how well you did compared to everyone else. Loads of summer sports – and a few winter ones too!

GREENDOG

SEGA © £27.99

The Mega Drive version is over a year old now, but the GG version is finally making its way into the spotlight. This surfin' dude has lost his prized pendant and can't surf properly until he

T2: THE MOVIE

ACCAIN © £27.99

Avoid the destruction of the human race and protect John Connor, the man single-handedly responsible for the demise of the Terminators.
They're tough, but hopefully they're not too tough. (Reviewed this issue.)

WWF STEEL CAGE

These blokes have egos the size of houses, so it's up to you to make sure they win. WWF wrestlers battle it out in a ring surrounded by a steel cage. Why? Don't ask. (Reviewed this

THE INCREDIBLE CRASH DUMMIES

Join this disastrous pair on their journey through the stunt world. If you're successful, they'll live to see another day. If not, just watch them fall apart at the seams! (Reviewed this

MEGA DRIVE

ANDRE AGASSI TENNIS

Ponytails and stubble all round in this perfect summertime release. Old Andre seems to pop up everywhere these days -let's hope this game isn't as cheesy as his advert!



HOOK

Peter Pan is a fully grown man now, but he's still needed in the land of Never-Never. Captain Hook has kidnapped his children and is holding them hostage until Pan returns.



DOMARK • £39.99

If you fancy having a go in one of the best fighter planes in the world, then MiG-29 could be for you. There are many missions to complete, all of them dangerous, and all of them packed with action. Could be the first real

JUNGLE STRIKE

ELECTRONIC ARTS • £44.99

Desert Strike is still one of the most popular games available today, so Jungle Strike has got a lot to live up to. By all accounts, though, this completely blows away the likes of Desert Strike. (Reviewed this issue.)

TWO TRIBES/POPULOUS 2

Populous on the Mega Drive was a pretty poor affair, but this time the programmers seem to have sorted things out. Improved graphics and gameplay are on the cards, but the finishing touches are still to be added.

SUNSET RIDERS

KONAMI • £39.99
A brilliant conversion of an excellent arcade game. Step back into the wild west and relive all those childhood adventures of cowboys and indians. Fast and furious with few morals and even fewer survivors. (SEGAPRO #18, 87%,)



TINY TOON ADVENTURES

The toons are a huge hit in America, but as yet are virtually unknown in the UK. Buster Bunny is the main character and he's about to set off in



search of the evil Max and also bags of treasure. An instant hit. (SEGAPRO #19, 90%.)

KONAMI © £39.99
This game features all four of the shelled friend. This is an action-packed adventure that will appeal to all arcade-addicted Mega Drive owners. (SEGAPRO #17, 86%.)

THE FLINTSTONES Fred, Wilma and all the old favourites appear in this adventure, where Fred has to recover objects missing from the

This cool dude was featured on the cover of

SEGAPRO#19 – and now seems to be cropping up everywhere else. Spot's game is a quest for

ultra-coolness which takes the player through

11 atmospheric levels. Essential stuff.

The Shining Force are a group of talented young warriors who are determined to purge evil from the land of Runefaust. A huge RPG

that has some novel touches combined with

The follow up to Shining Force, this massive

RPG follows the further adventures of the Shining Force. Here 16Mbits are full of

stunning graphics and intense gameplay. (SEGAPRO#17, 84%.)

stunning graphics. (Reviewed this issue.)

(SEGAPRO #19, 93%.)

SHINING FORCE

LANDSTALKER

PUGGSY

Puggsy

beginners.

PSYGNOSIS • £39.99

originally a demo on the Amiga, but

he's finally made his way on to the Mega

Drive. Puggsy is now a cute platform game with various difficulty

levels and a special

training option for

WIZZY AND LIZZY

Wizzy and Lizzy are two experienced wizards who find themselves in a bit of a pickle. All of the rabbits have been captured and it's up to them to release them. A mean platform

SHINOBI III

The third instalment in the Shinobi series. The two previous episodes have been an essential part of any beat-'em-up collection and this one looks set to be the same. (SEGAPRO #17,

MAZIN SAGA

A brilliant mix of beat-'em-up action with platform and shoot-'em-up elements involved too! Looks like you can't go wrong with this one! (Previewed this issue.)







US 6000 632.99
This game has been delayed a few months, but no-one knows why. A brilliant mix of platform and beat-'em-up adventure in Strider's

second appearance on the MS. (SEGAPRO # 17. 75%.)

COOL SPOT

Cool Spot tries his best to the make the Master System look cool, after undoubted success on



the Mega Drive. Collect as many cool points as you can and you might just do it!

TIN TIN ON THE MOON VIRGIN • £32.99

This cute cartoon character is aeons old, but he doesn't lose his charisma. Join Tin Tin and his dog, Snowy, in their adventures on the moon.

WOLFCHILD

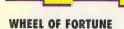
A brilliant scientist is kidnapped for his knowledge of gene transmuting. His son finds out and goes in search of the kidnappers. What they don't know is that he's half man, half wolf!

SUPER OFF ROAD

All the fun of off road racing now comes to the Master System. Take part in over six different races to become the off road champ. Watch out, Iron Man!

JAMES POND II - ROBOCOD

US GOLD ● £32.99 Eight explosive penguins have been hidden in the toy factory and it's up to James Pond to diffuse them. They are set to explode in just 48 hours so you'd better hurry up!



GAMETEN • £27.99 Oh dear. This wasn't much fun on the Mega Drive and, let's face it, it ain't gonna improve much on the Game Gear. A puzzle game that challenges the player to



solve the rhymes and riddles presented by Vanna White and her questioning cohorts.

GAME GEAR

MASTER OF DARKNESS SEGA @ £27.99

This challenges the other Vampire game, Dracula, and the general storyline is very similar. Purge the world of vampires or be doomed to an eternal quest for blood and young female's necks

HOOK

SONY • £27.99
Sony are only just beginning to launch games into the Sega world and what better way to do it than with Hook? A brilliant platform adventure that boasts



startling graphics and in-depth gameplay.

DOUBLE DRAGON VIRGIN @ £27.99

The Mega Drive foray is already on its third episode, but this is the first time Game Gear owners will see this classic fighting game. Help the two heroes rid the American streets of violent gang crime

JAMES POND II - ROBOCOD US GOLD • £27.99

James Pond has to be one of the cutest super heroes on the Master System. Join this fishy character in manic platform fun

vampire-bashing. Also heavily focuses on a platform-style gameplay. Follows the film plot to some extent, but also has a few novel touches of its own.

COLLEGE FOOTBALL

ELECTRONIC ARTS • £39.99

Yet another football game from the masters of sports sims. This time you're trying to make a career in football, so the action is even more serious than before.

ADVENTURES OF B.O.B.

Help this bungling cyborg escape from the planet he's just crash-landed on. All of the inhabitants are out to get him so he needs to leave pretty



INDIANA JONES AND THE LAST CRUSADE

● £39.99

This game just keeps getting put back and back! It's come from reliable sources that this will be the final release date, so keep your eye out for Indy and the posse.

JURASSIC PARK

Finished just in time to coincide with the film release, this is one creepy game. Dinosaurs are being developed in the 20th century and are running wild in the city. Can you destroy them?

drinking, abusive language and burn showing. Oh and don't forget there's rugby to play too.

MUHAMMAD ALI BOXING

VIRGIN • £39.99

Goodness only knows why this one was held up. We saw it over three months ago and it looked pretty finished to us! A brilliant boxing game and a great challenge too!

CRASH DUMMIES

ACCLAIM ● £39.99

If you've ever seen one of those safety belt promotion adverts, then you'll know the trouble crash dummies can get in to. There's just one difference - these particular two actually enjoy falling apart!

STORM ● £39.99

The Lemmings bandwagon has started and everyone is jumping aboard! This is different enough though, there are 175 levels altogether! The troddlers also have magic powers and can walk up walls.

F-15 STRIKE EAGLE II

MICROPROSE • £39.99

This has been described as "the ultimate fighting sim" and it looks like it might be! You take the role of the pilot and the aim is to blast everything in sight.

ULTIMATE SOCCER

SEGA • £39.99

Yet another footie game, but this time it's been programmed by Sega's in-house programmers. Loads of game options and many different teams to throw about the dirt.

BALL JACKS

SEGA © £39.99
This is a strange mix between table tennis, cyborg war and a sports game. That's all we know so far!

MEGA-CD

SILPHEED

SEGA • £39.99

This looks set to challenge the SNES's Starfox and totally blow all othe games into oblivion! Taking the same stance as Starfox, you are in control of the ultimate spacehip and must control it through the 3D landscape

SPIDER-MAN VERSUS THE KINGPIN

Hopefully Spidey will pave the way for some quality releases on the Mega-CD. Another

adventure that puts you in charge of cleaning up the city and destroying baddies

DRACULA

PSYGNOSIS • £44.99

This long-awaited release will be hitting the shelves in early July. Arm yourself with crucifixes and a few bulbs of garlic for the occasion.



INDIANA JONES AND THE LAST CRUSADE

Yet another release that's been held up for an unknown reason. Hopefully though, it will be worth the wait. Previous Indiana episodes have proved to be fairly successful.



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PGA £32£30

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THE SEQUEL TO DESERVE SERVE

It just had to happen. Didn't it? Electronic Arts have updated just about every one of their games that's ever been successful. Now Jungle Strike takes the skeleton gameplay from the original **Desert Strike** and applies a new scenario to it.

Pat Kelly, considered somewhat of an evil dictator himself, plugs in this massive 16-bit cart and drives test the Comanche attack chopper, hover craft, special forces bike and the stealth fighter.

ou'd think that Electronic Arts would have had enough out of upgrading and re-releasing their top games by now. Not so, and thankful we are too! However ominous it looks, it has to be said that, although similar to its predecessor, there are many differences that should warrant Jungle

Strike a credible and worthy sequel.

If you finished Desert Strike, you'll know that General Kilbaba has been killed. In this hotly awaited sequel, the madman's son attempts to avenge his father's death. To do this, he enlists the aid of a South American drug baron; controller of the World's largest private army. They wittingly plot the construction a nuclear arsenal to destrov Washington DC.

It's your job, in an all-mod-cons Comanche attack gunship, to undertake a series of covert missions spread across the American continent in an attempt to stop the two evil men carrying out their dastardly plans.

PROS

Jungle Strike has everything that Desert Strike had and lots more. The Comanche gunship is new, with more

body armour and better agility, making it easier to manoeuvre, but the artillery of 30mm guns, hydras and hellfires remains unchanged. Guess that the weapons worked well the first time round, so why change them?

The three new vehicles - the hover craft, stealth fighter and motorbike are used in only one level each. meaning that most of your time will still be spent hovering in the air.

There are many additions that make a huge difference to the gameplay. For a start, each campaign is bigger, harder and although the game areas are of similar size to those of the original, more use is made of the space and deeper adventuring is required to find targets and supplies.

Gone are the tinny sounds of the original and in come new improved effects. The cannon sounds more like

the real thing, the ladders are lowered and raised with realistic clanging and the explosions add to

> the already impressive atmosphere.

Not only is the sound upgraded, but the graphics too. When buildings are destroyed, instead of disappearing, totally like in some Daniels special, ruins remain. The detail is superb and the variety between levels, from city to desert to jungle to snow, etc provides the feeling that you're really

involved in different campaigns. Another small, and amusing, touch is the soldiers jumping from razed look-out posts.

PROPLAY

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LUHU

1 THES

Although the ancillary vehicles are only seen on one campaign each. their presence adds a touch more variety. Having spent time on the rotary aero-engine, the controls of these additional vehicles are strange at first. The game is definitely faster and with lots of packed graphics on screen, a lot smoother too.

It's amazing to see just what improvements can be made with a bigger capacity cart. Jungle Strike is impressive and it seems to be changed enough to make that vital difference. In fact, it's so much bigger and better that I can't see anyone paying more than £20 for its onceclassic predecessor.

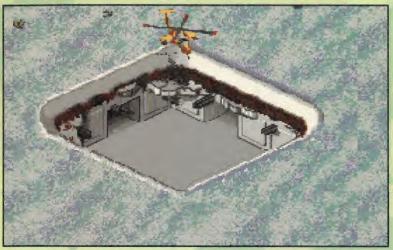
Jungle Strike arrived into the SegaPro offices in the final days before going to press. We could have review the guys we are, we decided that a massive preview, detailing what the game is all about, was in order. Next month, we will deliver the full, taken-to-bits review after we've had a full month's playtest on this











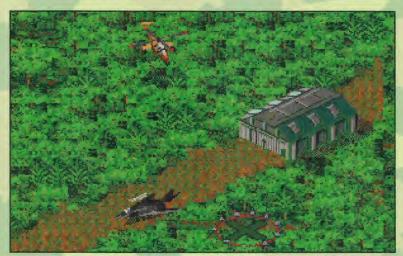
Once the buildings are blasted, the rooms of the underground complex are uncovered. This one looks rather empty, and doesn't seem to contain any of those nuclear warheads that I've been searching half an hour for!



This Aztec monument is found right in the middle of the jungle and it's not just around for decorative purposes. Later on in the campaign – once you pilot the stealth fighter – its presence will become far more apparent.



Looks like someone's been here before. The evil drug baron funds this desert training camp for his private army and it's your mission to raze the whole damn complex to the ground.



The stealth fighter is prepared for take-off. All that's needed now is to land the Comanche and take to the skies in the new super plane. The controls are different, as the stealth has a much larger turning circle and it can't reverse!

CAMPAIGNS

In all, there are nine campaigns comprising 62 sub-missions which is a heck of a lot more than before! Well, being more generous than the other mags, here are all the campaigns, missions and objectives in all their glory:



Take that you dirty vermin! Many vehicles that litter the parks in Washington DC aren't what they first appear to be.

WHITE HOUSE

Objective:

To prevent terrorist assassination on President

Missions:

Protect monuments, kill terrorists laying slege to government buildings, seek and destroy car bombs, rescue the secret agent, protect the motorcade and capture the sniper who knows more about the madman's plans.

Set in Washington DC, this is a fairly easy level for starters with only six sub-missions. The most notable differences between this and the original soon become apparent. Although some of the ammo and fuel supplies are on the map, there are many that aren't. Moving trucks carry some supplies; they'll have to be tracked down and destroyed before you can replenish your load!

2 SUB ATTACK

Objective:

To foll the enemy's attempt to load nuclear submarines

Missions:

Rescue the navy seals, board the hover craft, stop speedboats from supplying plutonium to trucks, rescue the F-22 pilot and blow up five nuclear subs.

The play area is split into two by the bridge and the chopper cannot fly over, under or through it. Armed with guns, missiles and mines, the hover craft is the only option available. Controlled in the normal manner, it can travel across water or land.

The enemy fire comes from gunboats, gun turrets and soldiers, while the new weapon at your disposal is the land and water mines that explode seconds after they are dropped.



Born to be wild! The Special Forces
Assault Motorbike is hard to control as
the roads are so small.



Enemy Apaches seem to appear from nowhere and there's usually only one option – a standing shoot out.

ed it, as we planned to, but no! We thought that it just wouldn't be fair to rush through an opinion of such an important game. So like

massive game. The review will still be out even before the game hits the shelves. It's sure to sell-out fast, so reserve your copy now!

PREVIEW









The speedboats that carry plutonium to the trucks have to be sneaked upon. Not only does hiding behind the hut protect the craft from enemy fire, but allows it to ambush the unsuspecting enemy sailors.



The Comanche has been specially painted with red enamel so that it can be located on screen in the night missions. Tonight, the enemy are being a little too foolish and the lights from their huts can be clearly seen.



The main status screen has seen little change. The same information is held on it, but the new Comanche is much better designed. This mission is to protect the President's motorcade. Yikes! I only have some canon, a little armour and little hope of a resupply!



The explosion of the hydras hitting the village huts light up the night sky and provides temporary vision. The flare only lasts seconds, though, after which, the sinister blackness of the night returns.

3 TRAINING

Objective:

Destroy training HQ and retrieve nuclear reactor

Missions:

Wipe out the training camps, secure enemy landing zones, knockout mobile radar sites, rescue comms expert from the barracks and airlift to telephone poles, destroy ZSUs as they prepare for battle, knockout further mobile radars, destroy training HQ and retrieve nuclear reactor from enemy warehouse.

Back in the Comanche, this is the first of the large, eight sub mission stages. It's more like the original, with the picking up and dropping off troops en masse and knocking out mobile units. Again, most of the supplies are hidden and the lack of a waterfront, in which you could have travelled without burning fuel, makes the going much, much tougher.

4 JUNGLE NIGHT

Objective:

Destroy nuclear weapon assembly factories

Missions:

Destroy guard towers, rescue green beret scout to secure landing zone, destroy enemy Apache helicopters, rescue nuclear scientists, destroy 15 aircraft assembly buildings, capture weapon's commander.

Now, some games, such as the relatively wimpish Super Mario on the SNES, have dark sections that could be made lighter by turning up the brightness on the TV. This is not so with Jungle Strike's night in

the brightness on the TV. This is not so with Jungle Strike's night mission. It's pitch black out there and the only light available is that from missile explosions. There's nothing to bump into, but there are plenty

enemy guns waiting for you to inadvertently waltz by.

This is possibly the most heartpounding mission and it'll probably be different every time it's played!

5 DRUG CITY Objective:

Destroy the drug baron's city
Missions:

Rescue and alrift civilian prisoners to UN trucks, seek and destroy drug processing plants, eliminate counterfelting plants, shutdown power to city, blast two laboratories and uncover armoured cars, locate and use attack motorcycle to destroy cars and winch up nuclear detonatit they are carrying, blast the

tors that they are carrying, blast the armoury and take explosives, drop off co-pliot to destroy drug baron's war room.

Phew! There's lots to do in this mission, including having a spin in the motorbike. It's not like Road Rash, though, and controlling the little brute is a mite tricky and although it is essential to use the bike, it's only used for a very short period.

6 SNOW FORT

Objective:

Locate and recover nuclear warheads
Missions:

Rescue co-pilot, destroy three radar sites, blast five missile depots, rescue Soviet weapons expert, seek and destroy patriot missiles, knock out power sub-station and four power towers, locate six sub-level chambers in underground complex, locate six warheads and reel in.

This is yet another big and graphically impressive scenario, set in Arctic conditions. The main dangers come from enemy Apaches and ground









The Arctic complex looks a little too bare. It's a shame to shoot anything, though, because so little seems to be happenning. I'm sure that the soldiers are luring the copter into a well laid trap.



I think I'll just pop in for a cup of tea. Mrs President makes lovely cookies. I think that I should have taken the car, though. Popping in on several million pounds worth of high tec fighting hardware seems a bit overkill!

based tanks. The going starts to become very difficult with very few indications on the whereabouts of supplies!

on the whereabouts of jungle.

7 JUNGLE RIVER

Objective:

stealth fighter.

Destroy drug baron's processing plants Missions:

Blow up six bridges, destroy crops and greenhouses, locate the stealth fighter, destroy six SAM missile bunkers. locate entrance to protected are and destroy counterfeiting operations. seek and destroy drug processing plant. destroy missile assembly plant, escape and return

The stealth fighter is to be found and controlled in this campaign. The controls are different to the helicopters as the turning circle of the stealth is

8 MOUNTAINS

much greater. Manoeuvrability will be

the main problem above the Aztec

Objective:

Capture drug baron and madman junior Missions:

Hunt down Tomahawk missile sites, destroy power supply that feeds drug baron's villa, blast the villa, cap-

> ture drug baron, knock out control tower, drop copilot to destroy madman's ammo depot, blast open underground hangar.

After going through all the preliminaries and getting as far as the hangar, the madman escapes to fight another day.

There is relatively less to do in this campaign, but the lack of assists makes the play much harder and time dependent.



Players of *Desert Strike* will immediately recognise this screen where all the game's options and choices are made.



The hover craft is protected and several missions must be completed before it can be taken for a test drive.



What d'ya mean, no cookies? Maybe it wasn't such a bad idea brining along my copter after all!



Just great! While you spend your life in married quarters, the drug baron lives in sheer luxury in the mountains!

9 DC AGAIN Objective: Save the World! Missions:

Stem attacks on Washington courthouse where drug baron is being tried, protect the President's car as the baron escapes, locate and capture commanders in armoured cars, locate and recapture escaped drug baron, find madman and prevent his escape, stop four 18-wheeler trucks headed for the White Housel

In a somewhat chaotic ending, everyone has assembled in Washington DC for one reason or another. The main mission here is to patch up the errors and re-capture the fleeing prisoners. If you make it this far without a cheat, you'll have done very well.

JUNGLE STRIKE

EA 🔵 £49.95 🔵 OUT JUNE

CART SIZE ... 16Mbit PLAYERS ... 1 STAGES ... 9 SKILL LEVELS ... 1 FEATURES ... password CONTACT

Electronic Arts © (0753) 549442



ACTION

DONE



REVIEW SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The phone number given is of the main supplier in the UK and who the Pros got the game from. If the game's on import only, it'll contain an importer's phone number only.

importer's phone number only.
The Action/Strategy bar reflects how much strategical element is in the game – it does not mean that the game is a strategy game – you have to read the review comments to discover a game's category.

ProScore

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

ProYo!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

Master Gear

Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

IMPORTS

If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

Japanese machines will run all UK, USA and Asian cartridges, providing they don't have the notorious "PAL lock" on them

UK machines will play UK and USA carts without any problems, but can't play Japanese carts without an adaptor. Also, some Jap carts will only produce a picture through the AV socket on the back of the Mega Drive. This means that they can only be played on a SCART TV or a monitor.

The obvious disadvantages with import games become apparent when you try and play a Japanese RPG when you can't speak the lingo! However, shoot-em-ups, beat-em-ups and platform games need very little in the way of instructions, so these should be okay.

I WANT A SECOND OPINION

Each game review's score is awarded on the game's own abilities; on how well it was programmed, how well it plays and what it offers the games players. Although the Pros award scores, what we say in the reviews gives you more information to what the strengths and weaknesses of a game are.

By reading the review, you can make a decision whether the game is for you. To help you do this, we have included the second opinion comments. That means that you get the views of not only the reviewer, but also another Pro who thinks that the game might suit them. The opinions give the view of someone interested enough to have a look at an interesting game.

The king of bleached hair and hairy stomachs, takes to the Master System. Can he dominate the console world as well as he has the tennis world?



WWF: STEE CAGE 79%
Meet the World Wrestlers in all their glory. This time, a steel cage has been put around the ring, just to make sure their egos don't escape.



You know the horrible stunt dummies in those car crash ads? Well, now they're in their own game and coming to a store near you!



Help Krusty rid his creepy Fun House of rats and he'll be your friend forever. Watch out for special appearances form the Bart himself too.



STELL

Drug gangs have taken over the city's streets.

There is one hope – Mr K has just about had enough of their corrupt and criminal ways.



CRASH DUMMES 49%
Calamity strikes the Game
Gear in the form of two
stuntmen! Will the hand-held ever
recover from their destructive
antics?



All Krusty has to do is whisper "Hi Kids" in that menacing voice and the kids run. Now he has to get rid of rats who have infiltrated his house of fun.



It's hard to believe that these wrestlers are grown men. One thing's for sure, with names like Macho Man and the Undertaker, who's going to argue?



610BAL GLADIATORS 58%
Mick and Mack take on an environmentally friendly adventure. Help them splurge slime, eat burgers and clean up the world.





Baloo and Kit are in the cargo shipping business, but are almost bankrupt, so they enter a competition promising a lifetime's work.



At last – a decent beat-'em-up on the Mega-CD.

Read how this knocks spots of the
SNES version and shows the coinop a few tricks too!



SEWER SHARK 75%
Travelling along the sewers is the only way to deliver munitions to cut off communes within the city and it's your only hope for freedom.

JAGUAR X1220 72%
Compete all over the world to become racing champ number one. The car is a worthy choice for the console and it's the first Mega-CD racer.

Saul Morrow is a brilliant scientist who is able to merge different species. When he's kidnapped, his son attempts to rescue him.







ShiMIKE FORCE 93%
An amazingly cute RPG that, until now, was in Japanese text and mainly unplayable. Now Sega have released the official cart the UK.



This could be the first time toads have engaged in gory battle, but stranger things happen. This looks like a slimy and violent adventure.



If you thought Another World was good, wait until you see this! It's even more atmospheric than the first version with better graphics and animation.



A human crash lands on a distant alien planet, inhabited by cyborgs. They capture him and change him into a cyborg too, but it all goes horribly wrong.

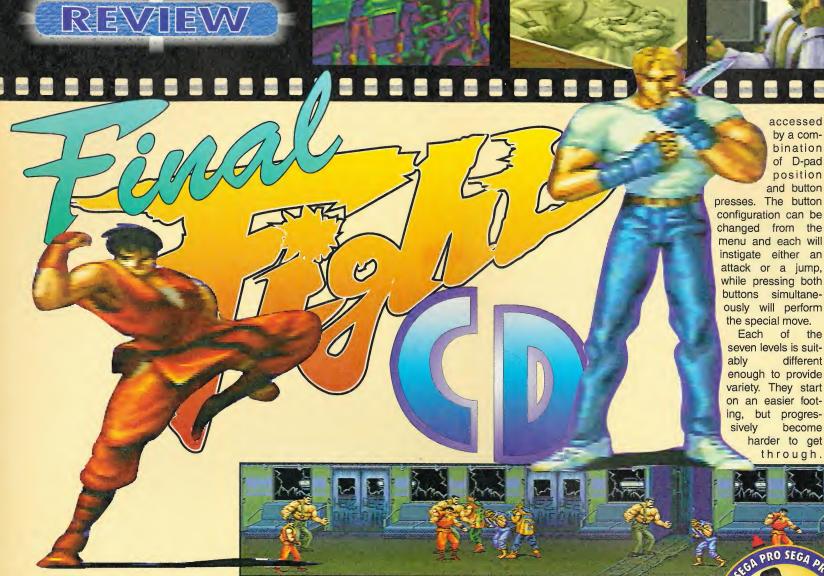


Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Join him in this prehistoric platform adventure.



All the building-throwing, showing off and beating up you could ever wish for in one cart!





Haggar, the town mayor, decides that to rescue his abducted daughter, Jessica, he'll need to do the job himself. He enlists the help of Cody, the girl's boyfriend, and Guy, a ninja friend, to fight on the violent streets of Metro City. If they are strong enough, they'll eventually reach the hoods' leader, Belger, and only by defeating him can Jessica be saved!

The same old tried-andtested story of the stupid girl gets kidnapped by evil hoods and must be rescued provides the setting for the most hotly awaited Mega-CD release yet! On the SNES, the lack of twoplayer mode seriously affected the credibility of the machine - especially since the Sega version was to be a two-player affair, albeit on CD.

urrah! The long-awaited two-player version of Final Fight has reached the Mega-CD and what a corker it is set to be with graph-

ics, sound and gameplay the same as, if not better, than the original coin-

Although the superb sound is evident as soon as the CD starts spinning, the introduction is very poor. Rather than the animated strips that are expected from a CD intro, the story unfolds with a sequence of short animated takes.



The three characters- Cody, Guy and Haggar- have around five or six attack moves plus a special move. They have differing speed and power attributes which makes their characters and attacks notably distinctive. For instance, Haggar, the wrestler, while being slow, is the most powerOuch! Nothing in life is anywhere near as painful as a solid punch in the

groin. Edi.E is going to be hitting the canvas real soon unless he uses that gun he's trying to reach. Does he have the bottle to use it, though?

ful. Jessica's ninja friend, Guy, is fast, but not as strong as the others, and Cody, considered as a normal streetwise bloke, has average power and speed. Choosing your favourite shouldn't be too much of a problem, but if you find that you aren't doing well, you can change your character on the next available continue.

There are only two active buttons on the joypad and the moves are The graphics are just as you'd find on the arcade and there are no one-player or only-a-fewhoods-on-screen limitations that are found on the SNES version. Of course, only the Mega-CD makes this and the excellent music possible. The soundtrack that accompanies the

SECA PRO SEC

action is CD quality again, being far better than that of the coin-op original.

What makes Final Fight CD special, apart from the large graphics and CD music, is its challenge. On one-player, it becomes a difficult beat-'em-up, but playing with a friend is probably a necessity if you want to finish the game. Even on easy level, you're only going to last half the way through if you don't have any special ability or some help.

Final Fight CD is probably the best coin-op conversion that's hit any machine, let alone the Sega. It's so true to the original and even surpasses it in minor respects. It's better than Streets Of Rage 2, but, then again, it is on CD and not cartridge, and improvements come with the technology. It will keep you busy for days on end and, even then, you'll go back to it again and again.

• Pat "super-fly Guy" Kelly



Guy gives Flame the old one-two toasting. With fire power like that who needs muscles? Nothing can stop the awesome Guy and just to prove that he's worth every penny of his paycheque he leaves no trace of his victims. What a hero!



Nobody told this dude that the game is over and everyone has gone home to mend their scars.



Each of these over-sized fighters gladly poses to show off their muscles and moustache combinations.



A daily stroll through the subway tends to evolve into a deadly battle for your life. Take out the punks and beat the other baddies into the ground, collecting the bonus items as you go. Nothing but furious action and blood-thirsty battles from start to finish.



Our heroes don't look as if they're doing very well, do they! The big green giants are ruling the day and it's up to you to give them a doing over. At the moment it's far from hopeful, so get yourself together and pack a punch in quickly.

I WANT A SECOND OPINION

Personally, I find wandering through level upon level of fighting scenarios far from exciting. But it has to be said that this Mega-CD beatem-up is something special. Realistic coin-op madness is about to hit your screens with immense power.

The colours are bright and the thumps and kicks are stunningly realistic. With long levels and tough guardians this game is going to keep you at it for hours. The best Mega-CD release to date and an awesome game in itself.











SEGA £44.99 **OUT JUNE**

CD ACCESS...medium PLAYERS.....2 **STAGES7** SKILL LEVELS.....3 FEATURES continues CONTACT

Sega © (071) 3733000



▲ Although the backgrounds are colourful, they don't camouflage the colourful sprites.
▲ True to the coin-op with large sprites that glide around the screen.

▲ Truly CD quality soundtracks that have been produced in a studio and not on computers.
▲ A plethora of top quality sound effects, such as the thwacks and thuds, adds to the play.

lacktriangle Lots of variety in the stages with special time

challenges thrown in for good measure. ▼ The levels don't seem to be that long and the whole game could be beaten within days.

▲ The stages become progressively tougher and the difficulty is set quite high.

▼ Not as easy as SOR II, but after you suss out the hoods, it becomes routine.

OSCOR

Seven levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies.

Sunshine strobes through the clouds, and strawberries and cream are on the menu. Andre Agassi is greeted by an outrageous applause as he strolls onto the centre court. This is the day he has been dreaming of since first touching a tennis racket. Now the opportunity to take the title, Men's Wimbledon Champion, is within reach and is only hours away...

Five tough sets are played before Andre Agassi, the tennis star of the moment, emerges as the victorious champion. He holds the trophy aloft, the sunshine reflecting from it. It dazzles just as brightly as his tennis dazzled the crowd over the past few hours. Now, courtesy of Tecmagik, you can experience the same euphoria without quite so much hassle, or so it is intended.



You're running the wrong way matey! And, you're playing the low-est rank player in the match.



At the beginning of a match, the traditional staring each other out takes



ach of the main characters is very well drawn and animated. Initially, the controls seem to be very responsive, perhaps too much so, but once the controls

have been mastered, they are very controllable. The players are suitably agile and are all to often prepared too launch into thunderous attack. They screech over to the other side of the court and rescue a valid point. Agassi may not be this agile for real, but it makes for fast and furious action without

adds

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being too far fetched. The court is viewed from the usual angled baseline with a crowded

stand at the far end. The graphic detail stretches to the umpire's chair and the players' empty seats. It's all very realistic and the perspective is ideal. The limited amount of animation in the crowd

background and atmosphere.

hearted attempt at creat-

The music starts off well with a very fast and jolly intro tune, but unfortunately there's no crowd shouting out during matches. This gives the impression of a rather half-

> ing a realistic atmosphere, however it's more a limitation of the MS than anything else. There is a short ditty between each game and these are different for each style of court. The ball bouncing produces a realistic sound, but generally

the sound effects are limit-

ed.

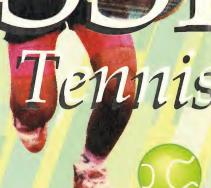
When first taking control of the player, it seems tough to master. Like all games worth its salt, it takes quite a while to get used to the sheer speed of the game and responsiveness of the controls. Once you begin to win rallies and the points start rolling in, you know you're on the way. There isn't a practise mode, Allare

LOVE, DEUCE!

Use the Master Gear and you are treated to a great game of tennis. The game-play is good and the rallies appear to race along, again, once the controls have been mastered! Fortunately, the ball doesn't just appear like a haze and shoot past you a naze and shoot pass as you may expect. There is going to be a version spe-cially for the GG, but if you can't wait, this is smashing.



















Our stars are once again playing around at some really pathetic games. Here, we are given a glimpse of the get the Robinson's Barley Water race. The opposing team have had their Lucozade, though, and can't be bothered with it all.



An electric blue court surface is just one sorted addition to the game. Despite the fact that the crowd never make a sound, it's difficult to say whether the match is all it's cracked up to be. I wonder.



Hal You've got three hopes of getting that ball, misses. Bob Hope, No Hope and Anton Hope! The same old jokes keep on rolling in, but in a game such as tennis if you don't know the old ones you're left out in the cold. Game, set and match to me!

Playing on the hard surface will enable you to become more easily accustomed to the control of your player.



WANT A SECOND OPINION

Andre Agassi Tennis is one of those games that you have to play and play and play before you become used to the controls. Initially, it's very hard to get into and the player's movements seem over-exaggerated. After a few tries, the control becomes easier as compensation is made for the responsiveness, but it's not totally trouble free.

Agassi Tennis looks very polished on the MS and sports some of the best graphics seen on a tennis game, but the sprites don't move as fluently as they should. For me, Agassi Tennis is a well above average attempt, but like many sports games, you have to like the sport for it to be of any interest.

but you can watch the pros in a demonstration game.

Andre Agassi Tennis can be played as a two-player game. When you start to play, it's very useful to practise against a friend of a similar standard or you'll be totally lost. There are choices of which of the four court surfaces you want to compete on, doubles or singles and finally your player. There is, however, no option to save the game. This is unfortunate and means that you're going to have to play the game from start to finish in one go! There is no option to enter your name, or create your own player - all players have standard names that are preset and cannot be changed.

Win or lose, at the end of each match a full-screen newspaper cutting shows the winner's name and picture. A neat addition, but the text below the headline is unreadable and a sample report appearing onscreen could have been more fun.

Whether you are a tennis fan or not, there's a reasonable amount of fun to be had from this. This is a great licence that, while having its minor failings, has a lot to offer tennis-starved sports fans.

Jason "over-sized" Johnson



AGASSI

CART SIZE2Mbit PLAYERS......2 STAGES 10+ SKILL LEVELS.....1 FEATURESn/a CONTACT

Tecmagik © (071) 2432878



▲ The court is set at a convenient angle and detail is superb for the 8-bit system.

▲ Main sprites, though not amazingly detailed, are very well animated.

▲ Exciting introductory music and a reasonably realistic bouncing ball sound.
▼ Severe lack of roars or cheers from the crowd, even when you win a match.

▲ An effective aftertouch on the ball allows you to find the target precisely. ▼ The omission of a password or save game option could be a problem.

▲ This is a tough game to get into with its immediately fast and furious action.
▼ There aren't enough players to compete against, possibly making it too short.

While not as instantly appealing as Wimbledon, this is very playable once the controls are mastered.



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CRASH

FLYING EDGE £27.99 OUT MAY

CART SIZE2Mbit PLAYERS......2 STAGES5 SKILL LEVELS.....1 FEATURESn/a CONTACT

> Acclaim © (0962) 877788 anlable in



Good animation on the well designed sprites ich fit the Gear to a tee.

▼ Poor use of sprite frames results in very standardised graphics when units are damaged.

▲ The sound effects, while not revolutionary, let you know exactly what is happening.
▼ There is no variety in the main tune and it

becomes very annoying after only a few minutes.

▲ Perfect for young kids as the varied levels are kept short and simple.

▼ Ultimately, a waste of a good licence that could have been very good.

▲ What's there is moderately challenging as the stunts must be perfected on later difficulty levels. ▼ With very short levels, there isn't enough for those whose age is above single figures.

PROSCOR

All that's here is a small compendium of very short stages that may interest the very young, but at this price, I doubt it!

Before any car can be made, extensive safety inspections are carried out and the vehicles tested to destruction against other cars, walls and just about any lethal obstacle that testers can conjure up. Crash Dummies assist car manufacturers build safer cars so that motorists can subsequently crash with the smug knowledge that they'll probably survive.

Stars in their own right in the States, The Incredible **Crash Dummies have their own** TV show in which they perform the weirdest and wackiest of stunts. Now the craze is about to hit the UK with a crash, bang, wallop and, for once, the game is set to precede the TV action. The Gear version of Crash Dummies is almost exactly the same as the Master System outing, with only a minor difference in its size of screen.



ith no difficulty setting available, the options are whittled down to

choice between one or two players. The two-player option offers a competitive challenge, but it is based on alternate, rather than simultaneous, gameplay. Starting off on easy level, the aim is to work through stunts collecting performance money. The amount earned for each stunt varies, depending on how well the performance is accomplished. If the stunt fails, either by time running out or the required task not being performed satisfactorily, one of the five lives is lost and the stunt is repeated.

There are only five stunts, but once they have been completed on



Today's lesson is how to fall hundreds of feet from a tower block without a scratch. Staff writers get it far tougher!



Perfect each stunt, but try to stick to the main objectives and leave the secondary goals for later.



This looks very similar to the old classic BBC game, Thrust, that had inertia contols and gravitational pull.

easy setting, they are repeated all over again, but on an increased difficulty level. Once all lives have been used, a tally of the cash that's been earned is displayed on the high score table.

All five levels are very short, with time limits ranging from 40 to 80 seconds, and present no real challenge whatsoever. That's the problem

with the game - there's nothing to it. It has very short levels and they aren't very tough. What is there, though, is well programmed for the Gear. The soundtrack

is bouncy and spurs on the action and the graphics span from acceptable to very colourful.

The packaging clearly states that this is a game for "ages 3 and up". That, in itself, should warn off experienced players and adults alike. They will find the game far too shallow.

That's not to say that the game is a complete waste. The Incredible Crash Dummies craze will hit the UK and it's the very young that will be affected most. It is towards these youngsters that this game has clearly been targeted and the rest should take heed.

Pat "bouncer" Kelly

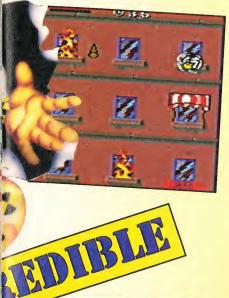




Yet another level completed successfully, but with only two seconds to spare, it wasn't exactly a pushover!



I'm gonna jump unless I'm given a rise in salary and two extra days holiday per month, I mean it!



aking control of either Slick or Spin, depending if you're player one or two, you are faced with five levels to crash through. The ultimate

goal being to finish each of the levels in difficult mode. You're unable to select the difficulty level, so the only way to do this is to play the game right through. It can become compelling fun and highly addictive, but it is only likely to hold any long-term appeal to youngsters.

Graphics and sound are of reasonable quality, but neither are particularly impressive. Though basic in design, the animation and collision detection are very good for the Master System.

There are five levels, each with its own control method and completely different concept. The first stage requires you to fall from the

top of a multi-storey building, somersaulting on the canopies as you tumble downwards. The second is a vertically scrolling car obstacle course, the third is a tricky snow plunge and

the fourth a race



Imagine working in a factory blowing out the fuses on bombs. Talk about earning your danger money!



Wow man, volunteering to smash cars into brick walls at over 100 mph doesn't half give me a rush!



The idea of this level is not to crash into the trees, but no-one told Slick that was the case

Dummies in a video game could be enough to entice anyone into giving it a crash or two.

Jason "fall guy" Johnson



Clunk, clik, every trip. Those wise old words from the road safety department have been heard by millions of people. Due to the most common fashion accessory, a hyper-fast motor car, this warning goes un-noticed. Accidents on the road are far too common place and someone has to do something about it. This is where the Crash Dummies come in.

Originally, and currently, used by all the leading car manufacturers. **Dummies assist the designers** in finding the ultimate in road safety. Now, these instantly recognisable characters have made their way onto Sega consoles. Acclaim turned what could only be described as a hilarious and very noticeable advertising ploy by Volvo into a comical video game.

lect all of the Air Bottles on the driving stage, make use of



to blow out fuses on bombs in a factory. The fifth and final level is reminiscent of the all-time classic Thrust, which appeared

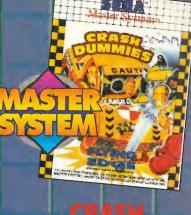
on virtually every format of computer in the eighties.

the reverse mode.

It has to be said that suit this would

younger g a m e s players, so if you're an experienced gamer there is going to be very little for you. Even so, the hilarious graphics and even the idea of using the Crash





FLYING EDGE \$32.99 OUT MAY

CART SIZE4Mbit PLAYERS.....2 STAGES5 SKILL LEVELS.....3 FEATURESn/a CONTACT

Acclaim © (0962) 877788



▲ Slip and Slick are very funny, always

appearing with humorous gestures.

▼ The limited detail hardly takes the Master
System's graphics to a new standard.

▲ Decent intro tune and a reasonable spot effects too.

▼ As with the graphics, the music is limited and unfortunately bland.

▲ Five completely different levels which add to the comedic element of the game.

▼ You are very limited as to the amount of

control you have over each of the dummies

▲ The varying gameplay means that you're always swapping control methods.
▼ Nowhere near difficult enough for the majority of games players.

Great fun for the younger games player, but anyone else will find that, although addictive, it has very little to offer.

The people of Guardinia have enjoyed ten centuries of peace. After their last battle, Dark Dragon was defeated, but vowed to return to destroy the Rune world in 1,000 years. The townspeople have long forgotten this threat, and now have few warriors and little means of defence.

As the King's favourite warrior, Maximus, you live in the grounds of the castle. You are practising swordplay one day, when you are summoned by the King. The evil forces of Runefaust are making their way towards Guardinia, and Lord Varios is convinced that Dark Dragon is behind it all. Guardinia is heading for almost certain doom unless the forces of Runefaust can be defeated. Only the bravest warrior can stop them.

Max, my good man, you've got the job!

hining Force begins in a delightful way. A young elven girl tells an ancient folk story and afterwards presents the options screen. This gives

options screen. This gives four choices: New, to start from scratch; Continue, to start from where you left off; Copy, to clone a saved game; and Delete, to clear the memory of a previous adventure. This introduction will be of no surprise to fans of the game's prequel, Shining in the Darkness – a game which was a landmark in RPGs – but as that was only available on import (albeit in American English) most folks won't have actually played it. Their loss.

After receiving the background info to the adventure and orders from the king, Max, your warring alter ego, is left to find his war posse. This is done by wandering around the village and recruiting various townspeople. Already this is an RPG with a difference. Here it's useful to talk to every single person, as they could all be potential battle recruits!

Once your band of cohorts, collectively known as the Shining Force, have been gathered, there's only one possible option, defeat evil! Before leaving the safety of the village,

though it would be wise to shock out

though, it would be wise to check out the various shops and taverns scattered about. At this stage, there aren't many great weapons to buy, but as you've only got 100 gold coins in your pocket, it doesn't matter.

As soon as the warriors leave the confines of the village, they are plunged into their first battle. Combat is not fought hand-to-hand, though, here the outcome is left up to the computer. This is a new angle for console RPGs which until now have relied on quick reflexes to defeat a monster! Winning a battle still involves skill, but more strategic moves, like in chess, are needed. If each move is thoughtfully executed, the outcome will probably be in the Force's favour, but throw the wrong man into the ring and he'll be turned into minced meat!

As the warriors fight more battles, their experience points increase, and it's not long before they go up an experience level. This means that their fighting or magical abilities increase, which prepares them for later battles. They also gain money for better equipment.

Thankfully, the difficulty of each encounter is very well paced. Often in RPGs, battles are very tough



straight away (such as *Rings of Power*) and the character keeps dying before much progress is made. In *Shining Force*, no tasks are administered which are too difficult for the force to complete, which tresults in an encouragingly playable adventure.

Throughout the adventure extra members of the force can be recruited. This helps to keep interest levels up, although the game doesn't really need it – there are enough encounters to keep you on the edge of your seat! This is nowhere near as boring as the traditional RPG because it's so gripping!

Addiction levels are also greatly helped along by the brilliant graphics in each encounter. Not only are the sprites really detailed, the backgrounds are constantly changing. You will also come across a plethora of characters with which you can interact on your journey through the various scenarios.

Shining Force has to be the best English RPG to date – yes, even better than Shining in the Darkness! To miss out on this would be like not buying Sonic 2.

Sam "Mage" Hickman





Tao summons up the Blaze spell and reduces the giant bat to ashes! This is a most effective spell.



Shining Force has unique battle strategies and this adds much more depth to an already excellent RPG!



92% when the import version was reviewed in SEGAPRO #13.





Yeah yeah, get on with it. First rou're going to crush us and then



Goblins aren't half as much trouble as they look, especially when you've got warriors like Ken on your side.



Strange things are afoot at the Circle

door when you are thrown in prison. You will then be able to get out. Obvious, real-

Shining Force features Yoghurt - watch out for the little rascal!

more can be picked up along the way! They've all got special powers and



want a second opinion Newcomers to the RPG style

of adventure are in for a real treat. You can learn how to control your character and fight through the evil forces within minutes of starting. However, this is not an easy task by any Experienced players will find a huge game with plenty to do.

The graphics and sound are surprisingly varied, especially the backgrounds. Each and every one of the sprites are extremely well drawn, in fact whole game pays a great amount of attention to detail.

I can highly recommend this adventure to anyone who enjoys a deep and involving game. Possibly the best yet!

JASON



MINING END

SHINING FORCE

£44.95 **OUT JUNE**

CART SIZE.. 12 Mbit PLAYERS1 STAGES.....8 SKILL LEVELS....n/a FEATURESBattery CONTACT

Sega © (071) 7278070



STRATEGY

▲ Great variety in sprites and characters. Huge amount of attention has been paid to

▲ Backgrounds change according to scenario.

▲ Mystical tunes suit the game style down to the ground and add tension to gameplay. ▲ Many different tunes, including changing ditties for each battle.

▲ Easy control method and hundreds of options to choose from.

▲ Characters get promoted at regular intervals, so difficulty is paced evenly.

▲ A brilliant introduction to RPGs; holds attractions for new and experienced players. ▲ Lots of tough strategic combat with lots of different moves.

PROSCORE

This is the best RPG to date. Brilliant scenarios, great graphics and excellent value for money



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ly become one of the most

popular spectator sports,

mainly thanks to the assis-

tance of Sky TV. Huge muscle-

bound wrestlers, such as Hulk

Hogan and The Undertaker,

became overnight stars. The

publicity and merchandising

took off at a phenomenal rate,

with Wrestlemania becoming

the craze of the early

nineties. Despite the current

console domination, WWF is

immensely popular and still

attracts huge attention world-

Its popularity has, surpris-

ingly, remained high. So much

so, that Acclaim have now

released this Game Gear ver-

sion including all the super-

stars. With similar games hav-

ing already appeared in

numerous arcades throughout

the world, this will have to be

something special to compete

successfully with them. Will

the Steel Cage rule supreme,

or is it destined for the scrap

yard zone?

ituur erii erranaan kuu

s soon as you switch on,

are trademarks of TitanSports, Inc. Hulk Hogan and The Undertaker are trademarks of Marvel Entertainment Group Inc., licensed exclusively to TitanSports Inc. All other distinctive character names, titles, logos and likenesses used herein are trademarks of TitanSports, Inc. © 1993 All rights reserved.

TIP If in trouble, press the B-button repeatedly to fight your way

you're blasted with a recognisable intro tune from the NES WWF Wrestlemania game. Each has his own musical accompaniment, so when you toggle through the selection, the music changes accordingly. The WWF stars' music is perfectly recreated and ideally composed for the Gear even when pause is pressed, the music steps up a beat rather than

silencing. Hulk Hogan and his gang are very detailed, but the sprites are a little small. However, the animation is exceptional with a wide selection of moves on offer. You can even run into the ropes to fire yourself towards the opponent.

As with the Master System

aningnungginaungain

Hulk Hogan takes a tumble as the new

THE CHILD SETTING THE COURTS

"I am the best and no-one can beat

Randy will get back up, as always

Without a doubt, the savage

muscle-bound Irwin proves that

names aren't everything.

BRURY.

sanvaveli 📺

Pakinia

version, there is an abundance of options. One or two players can compete by taking separate turns to fight the stars. There is also the option of either fighting in a normal ring, or inside the gruesome cage. Added to

this is the option of competing in a oneon-one, tag team, WWF Championship Tag Team Championship.

Not only do you have the choice as to which contest to play, you can choose from three difficulty settings. It is advisable to play on at least the normal setting, as otherwise, it's too easy. difficult level really test y o u r skills. So with four different contests to master and 10 WWF Stars,

busy. If you have ever wanted to become a WWF superstar, now is vour chance. Game Gear has been used to its full potential with this excellent take-off of the sport. The best wrestling game yet, but obvi-

Jason "The Ref"

The will you'll be kept very The won't Johnson

Бате беак FLYING EDGE CART SIZE2Mbit

PLAYERS..... STAGES 10 SKILL LEVELS.....3 FEATURESrematch CONTACT

Acclaim © (0962) 877788

OUT MAY



▲ Each of the portrait stills is great and ideal for WWF fans to drool over.

▼ Character sprites are far too small for the Game Gear's screen.

▲ One of the best aspects of the game. Different

tune for each character and screen.
▲ It has to be said that there's very little wrong with the music. Tinny, perhaps?

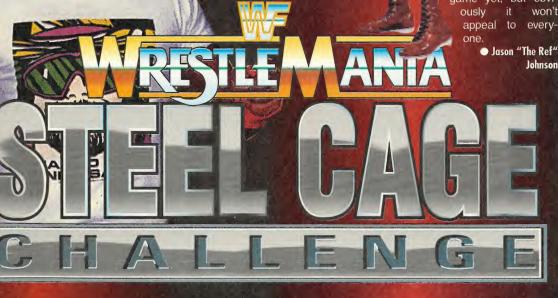
▲ Addictive qualities combined with plenty of moves give the game added depth.
▼ Ultimately repetitive, even with so many options the action is similar.

▲ Three difficulty settings that just have to be

beaten for a change. ▼ Possibly too easy if you're an experienced WWF fighter, but still challenging.

ROSCOR

WWF fans are gonna love this, all the stars and loads of action. But, anyone else is advised to try it out first.





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Conrad Hart: a graduate of the GBI (Galaxian Bureau of Investigation), and described by many as being rather cool. Having stumbled across one fact too many at a recent presidential rally, Conrad was targeted by an alien sniper. Fortunately, just before being gunned down, a magical holocube with vital details was created to suck Conrad away from the trouble.

REVIEW

You now take control of Conrad in a treacherous venture to unlock the secrets of the alien invasion. Their aim is to rule the world, so you becoming President of the USA should be a good place to start. Fight your way through seven treacherous levels and retrieve a confused and lost memory. The sequel to **Another World** has finally arrived, and will hopefully answer all those troubling questions about your past...



ou are immediately struck by the totally awesome animation. Conrad is equipped with clever rolling and jumping techniques which have to be the most realistic sequences to appear on the Mega Drive – yes, better than *Prince of Persia*.

A tremendous opening sequence in charismatic Another World style sets the scene. Impressive background music perfectly suits the graphic sequences and gives a classy feeling. Atmospheric tunes accompany you with each level and the spot effects are stunning.

The backgrounds and platforms are slick and smooth, precisely detailed and lavishly coloured. Each of the seven levels

PROTIP Get familiar with the controls! Practise leaping across small gaps b e f o r e attempting the longer ones.



The headless hero decides to stand around and admire the impressive backgrounds for a while.



Now if this useless machine says 'refer to your nearest branch' once more, I'm going to get the Abbey Habit!

are creative and predominately original. There is a noticeable similarity to Another World, but this was to be expected, besides the sequel is adorned with far more detail and humour.

Flashback is viewed from the same side-on angle as Another World. The graphical sequences when you pick up items are included,

Sega JUNE 1993





Here is just a small taster of what to expect when you venture through the opening level.



Dodgy dealings are part and parcel of the incredible journey through time. You wouldn't want to forget your identity!

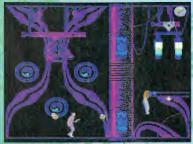
WANT A SECOND OPINION

What a visual feast this is. was very impressed with the graphics on Another World but this takes it all one step Admittedly, further. Flashback lacks that brooding moodiness that made its predecessor so compelling but the lush backdrops and improved sprite animation more than compensate for a loss of atmosphere. A lot of the animation has, however, been very obviously borrowed from Prince of Persia and there are also twinges of déjà vu as the main sprite runs, jumps and climbs.

Not a game for the impatient or easily frustrated but a definiate 'must have'.



Lunar Jetman makes a guest appearance. The new and improved force-field also takes a solid blast or two.



Only seven more levels of the Death er to explore and complete. No problem for Mr Hart, or is it?



Conrad is constantly shooting at poor defenceless trees and bushes. How exciting.



"We have a winner! Conrad Hart, come on down." Go on Conrad give us a smile, you boring git.



as are the animated death They're screens. extremely impressive and equally dramatic with harrowing music to suit.

You are eased into the game quite smoothly and there are no severely testing puzzles to solve on the opening level. You are, however, brought around to a way of thinking that you'll need to develop if you're going to finish the game. Players of the original will find Flashback simpler to get into, but painfully addictive and involved.

The controls are ultimately simple to use. Daring leaps across huge gaps, just about reaching the other side and clinging on by your fingertips for dear life, it's all frighteningly realistic.

The new and improved gun fire sequence gives you an increased feeling of power and control over your character. It's also more realistic, with a casual revealing of your gun from the inside pocket and a fast aim and fire routine. You can also club your assailant over the head should you feel particularly nasty.

A useful and detailed inventory gives you the low-down on your possessions. Select the pick-ups, of which there are far more than in Another World, by using a simple icon system. Having to think about the usefulness of the items you possess gives the game added depth.

Flashback is a game that will be instantly compared to Another World, but it is much, much better. Highly polished in every respect, it should appeal to virtually every gamesplayer. The graphics are superb and the sound is stunningly atmospheric. Be prepared for endless hours of teasing fun, but don't expect to complete it in a hurry.

Jason "flasher"

Johnson



ASHBACK THE QUEST FOR IDENTITY

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CART SIZE 1 2Mbit PLAYERS..... 1 STAGES7 SKILL LEVELS.....1 FEATUREScontinues CONTACT

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▲ Mind blowing graphics which set new standards on the Mega Drive.
▲ Super-smooth animation and colouring that

gives the game a real edge.

▲ Totally atmospheric music throughout the game along with awesome spot effects.
▲ Music that draws you into the game and regularly changes with the screens.

▲ An assortment of moves which include a clever roll and jump technique.

▼ You may encounter a few problems with the jumping, but that's it.

▲ Ideal starting level which gets progressively tougher at a suitable pace.
▲ A game that combines logic with adventure in

the best way possible.

PROSCORE



The most impressive game to be released on the Mega Drive for ages, and a worthy successor to Another World.

REVIEW









In recent years, wrestling has been dragged from an obscure sport to one of the biggest crowd-pullers in the business. People are glued to their TV sets just to get a glimpse of the wrestling stars and getting hold of a ticket to see them is something to die for.

You may wonder how this has come about, especially if you can remember the dull eventless wrestling matches that used to be shown on a Saturday afternoon. Well, there are now a whole new breed of stars, that can make Giant Haystacks look like Mr Puniverse. They belong to the **World Wrestling Federation** and have turned the sport into a glamorised kind of pantomime where nobody really gets hurt, but it sure looks realistic!

Just who are these stars? Come on, you couldn't have missed them. Well, let's just say that the main good guy is Hulk Hogan and the bad guy is the Undertaker. Oh, and they're just about to hit the Master System, so prepare yourself!

f you turn on WWF Wrestling and wonder what happened to the intro, don't despair - there isn't one! A demo shows most of the various options and then it's straight down to serious business!

Considering that this is a Master System game, there is a phenomenal amount of options to choose from. For a start, there is a simultaneous two-player mode, which is quite a rarity. Then there is the choice of playing standard wrestling, steel cage wrestling or tag team matches. A tag match is a two-on-two wrestling match where the players take it in turns to get into the ring and beat up their opponents. As well as all this, there are three difficulty levels, the choice of singular matches and a WWF tournament mode.

Although there are ten different wrestlers to select from, they all have very similar abilities, so it's merely a matter of aesthetic preference! Of course, there are the obligatory good guys such as Hulk Hogan, but unlike TV wrestling, he's not made of steel!

After you've battled your way



Get back in the ring, I haven't finished with you yet! These beginners eh, don't know how to play the game do they? Think they can just walk in here and take over. It's not all celebrity shopping mall openings and showing off you know.

through the options screen, it's time to get to the ring! A WWF referee introduces the match and then that's it - baptism by fire!

Whether you choose to play standard wrestling or steel cage wrestling, the player's view is the same. It is almost an overview angle and the camera is set quite far away from the sprites. This makes them quite small, which is a shame as they are well animated and detailed.

The controls are a little tricky at first and if playing the computer, it will probably win until you become familiar with the moves. There are many special attacks, but using them is fairly difficult as they vary depending on the stance of your opponent. Some of the moves you can use are kicking, punching, stomping, drop kicking, shoulder-butting and pinning. If a regular match is fought, the player can only win by pinning down their opponent for more than three seconds. If the steel cage mode is your game, then victory can only be achieved by climbing to the top of the steel cage!

If there weren't so many options, WWF would probably become very boring very quickly. However, since



Also

sure

I WANT A SECOND OPINION

The overall presentation is very good. You are given plenty of the WWF stars to choose from and they're all well drawn and animated. Each has their own sinister background music to create a suitable atmosphere that complements the style of the character. This is a very authentic touch.

The wide choice is a huge factor in the enjoyment and variety. The tag team bouts have to be the best fun as the cage is relatively simple. Die-hard fans will love it.

there are so many wrestlers to defeat and loads of different modes, you get a different game each time you play. Tag mode is also brilliant fun and can be played with another human player or against the computer.

Graphically, this is no masterpiece, but this isn't the main focus of the game. Obviously it would be much more intéresting if the backgrounds or rings changed, but at least the different sprites are distinguishable.

WWF doesn't have the polish of other recent MS releases like Land of Illusion or Streets of Rage, but it's still pretty good fun, especially in two player mode. If you're looking for a different kind of beat-'em-up, then you could do much worse than this!

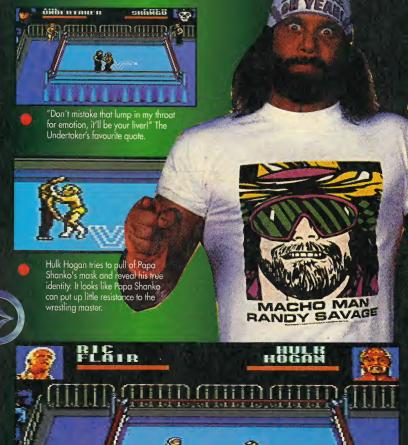
Sam " Undertaker" Hickman

STEEL GEAR

What a surprise! When Master System games are through MasterGear, the result is usually terrible. However, looks opening the Although little too credits are a small to read, actual gameplay is great! The sprites are just about the right size for the Game Gear and the colours come across well. Great if you've got both a Master System and Game Gear!



JUNE 1993 Sega Pro



On the left we have Rick Flair, blow-drying king of LA. On the right is Hulk Hogan, sunbed extroadinaire. Whos going to win the battle of the egos? My bet's on Hulk Hogan, but that's only because the good guy always wins.



Looks like it's the Undertaker's funeral. Hogan rushes to his side for some nitty first aid.



Ha, ha you're dead and now I'm the champ! Gloating over oppo-nents is allowed in wrestling.



Oi! Did you spill my pint? I'll 'ave you mate. Hulk Hogan may be the king of the wrestling ring, but he's no good when it comes to those good old bar disputes. Better stick to what you

One of the most repulsive wrestlers is bright pink and known as Mr Perfect.

out now

CART SIZE4Mbit PLAYERS.....2 STAGES9 SKILL LEVELS.....3 FEATURESvs CONTACT

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▲ Lots of different characters, all fairly well detailed although they are a little small. ▼ The setting is a bit too bland, there are no

ring changes or stadium changes.

▲ Each character has his own theme tune and

some are instantly recognisable!

A Other tunes are a fairly average effort for the Master System, but nothing spectacular.

▲ Loads of different special moves and lots of different modes to choose from.
▼ Controls are a bit difficult to get used to, but,

once mastered, will be second nature.

▲ Tournament mode is the best challenge with over nine opponents to defeat!
▲ Tag mode is fairly difficult and all modes can be altered to suit ability.

PROSCOR

If you're looking for a beat-'em-up, then this isn't the best, but it can certainly hold its own.





The Flintstones had a brief flirtation with the Master System over a year ago, but after a slagging off left right and centre, they bid a hasty retreat. Now they're back in an allimproved cartoon platform adventure!

Fred is a bit of a bungler at the best of times, but he's in his biggest pickle to date. There seems to be a burglar in the quiet town of Bedrock who has gone and stolen Wilma's, Betty's and Barney's favourite possessions. Fred's Although best friends know he isn't the culprit, they've elected him chief object-finder. Among the missing objects are Barney's lucky fishing hook, Betty's necklace and even Wilma and Fred's daughter, Pebbles!

Well, Fred is more than slightly peeved about this, but one thing's for sure: there'll be no more **Bronto Burgers until he** returns with the goods!

wonder that Fred wasn't snapped up and bunged onto MD cart ages ago. Flintstones is among the most popular classic kiddies' cartoons ever made and even before the cartridge is slotted in, it has a lot to live up to.

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ith cartoon charac-

ters being so popu-

these days, it's a

heroes

game

Thankfully all fears are dispelled as soon as the first screens appear. The characters look exactly as they do in the cartoon and the scenery is bright and garish - as in the real Bedrock! There's a choice between difficulty modes the difference between them is astounding. Easy mode allows you to saunter through the levels, but hard mode has loads more enemies and tougher gameplay! This makes for a harder-than-average platformer.

In each level, a specific object must be recovered. However, the aim of each task is not to find the hidden object, but to defeat the level guardian who, when defeated, will release the lost object. Fred can then take it back to Bedrock, return it to the rightful owner and gain some brownie points!

Although this may seem like a simplistic kid's adventure, the game is far from it. In the first level alone there are four different scenarios. This helps distract the player from thinking that it's just an ordinary platform



This green lizard-type creature's got a mean look on his face, but it only takes about five hits to destroy him.



Yeah, yeah Barney, do your own dirty work! Cheeky blighter. I don't know, young people these days.



Desert driving has always been tricky, although Fred seems to think he's got it perfected.

Each level has a different theme and there are six levels altogether. Fred has various abilities, from underwater swimming to off-road stone mobile driving, with different games playing skills required for each. As in most aquatic platform games, the underwater level is fairly difficult to control due to strong currents, although the sprite itself is fairly easy to manoeuvre. Apart from jumping and clubbing enemies to death, Fred can also climb the side of platforms. He is a fairly slow mover, but then that's half the fun. It wouldn't have been the same if he uncharacteristically whizzed through each level!

Although The Flintstones takes many of its ideas from other platformers, it's original enough to keep interest high after the initial novelty has worn off. The graphics are very appealing, with lovely big sprites and great use of colour. Sound is pretty average and could have been enhanced were it more like the cartoon soundtrack.

Fred should keep most sort of games player occupied for a fair while. However, since The Flintstones have an obvious appeal to kids, this is bound to attract the younger player. While other platforms are becoming very serious and arty, this is a breath of fresh air!

Sam "Wilmaaaaa!" Hickman

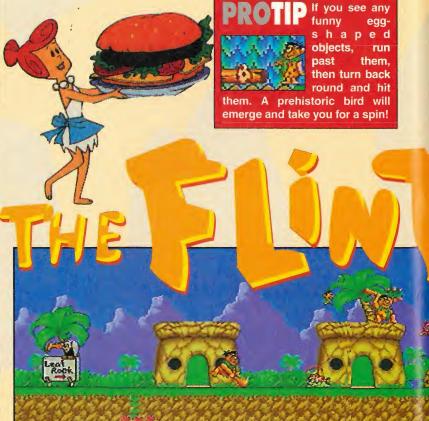


Fire underwater? How can this be? Oh well, that's cartoons for you! Run away quickly or be turned to ash!



In level two, you'll have to use your expert navigating skills to find your way.







There's a definite cutesy atmosphere about this. The Tiny Toon Adventures style has been copied and although not quite as polished as the Konami game, there are a lot of nice touches. The graphics are colourful and have plenty humour about them. Fred Flintstone is well drawn and fairly wacky, but controlling him can be annoying at times.

The addition of three skill levels is thoughtful, but it would be advisable to play on at least the normal setting as the easy option is too simple and un-challenging. There is nothing spectacular about this platform game, but younger players are likely to find it fun.





THE FLINTSTONES

£39.99 OUT JUNE

CART SIZE4Mbit PLAYERS.....1 STAGES5 SKILL LEVELS......3 FEATURESn/a CONTACT

Sega © (071) 3733000



▲ True-to-life sprites and a larger than life Bedrock all make for a brilliant fun adventure. ▲ Backgrounds and scenarios change very quickly, ensuring that there is plenty of variety.

▲ Lots of different tunes and each level has its own theme tune with loads of spot effects. ▼ All the tunes provide the same atmosphere and don't change with the differing situations.

▲ Loads of bonuses, pick-ups and other strange creatures to be discovered.
▼ A little slow at times, although this only affects gameplay in certain places.

▲ It's as difficult as you want it to be, as the three different difficulty levels are clearly tiered. ▼ Once all the baddy positions are worked out, it will be completed quickly.

A humorous adventure that should keep you engrossed for hours — even if it may prove to be easy.

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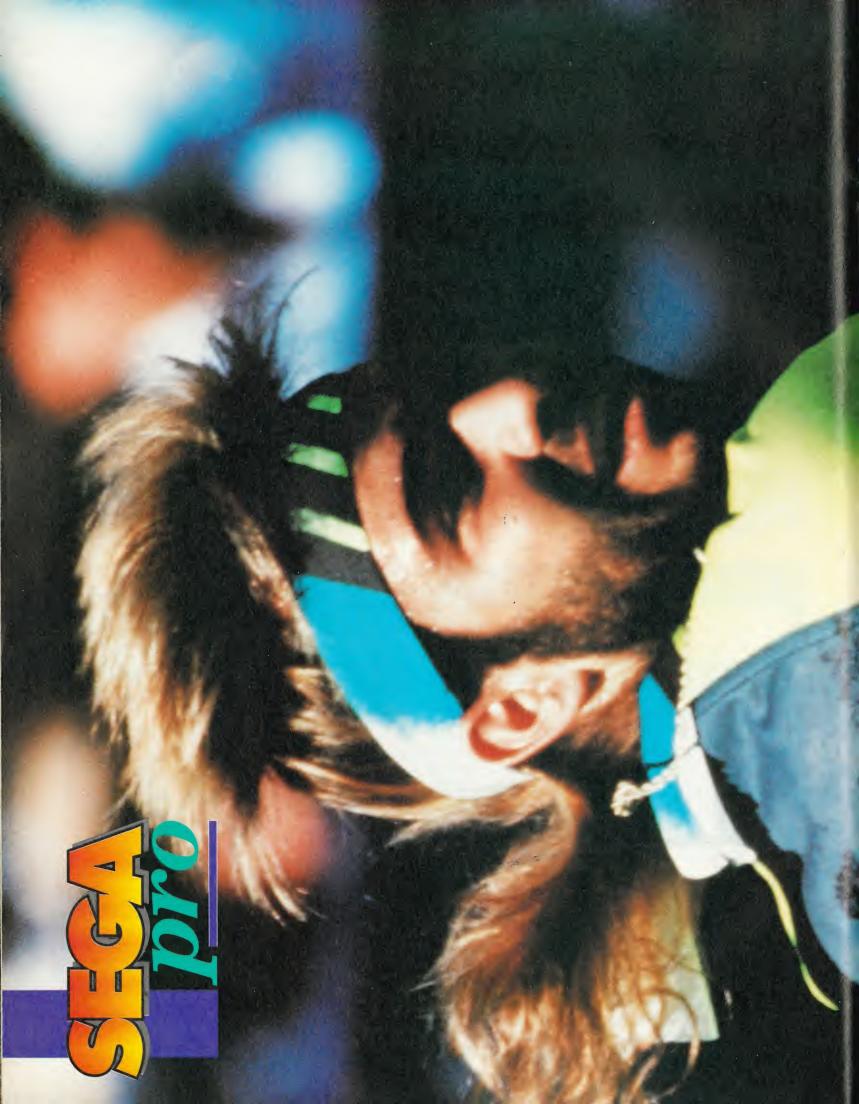
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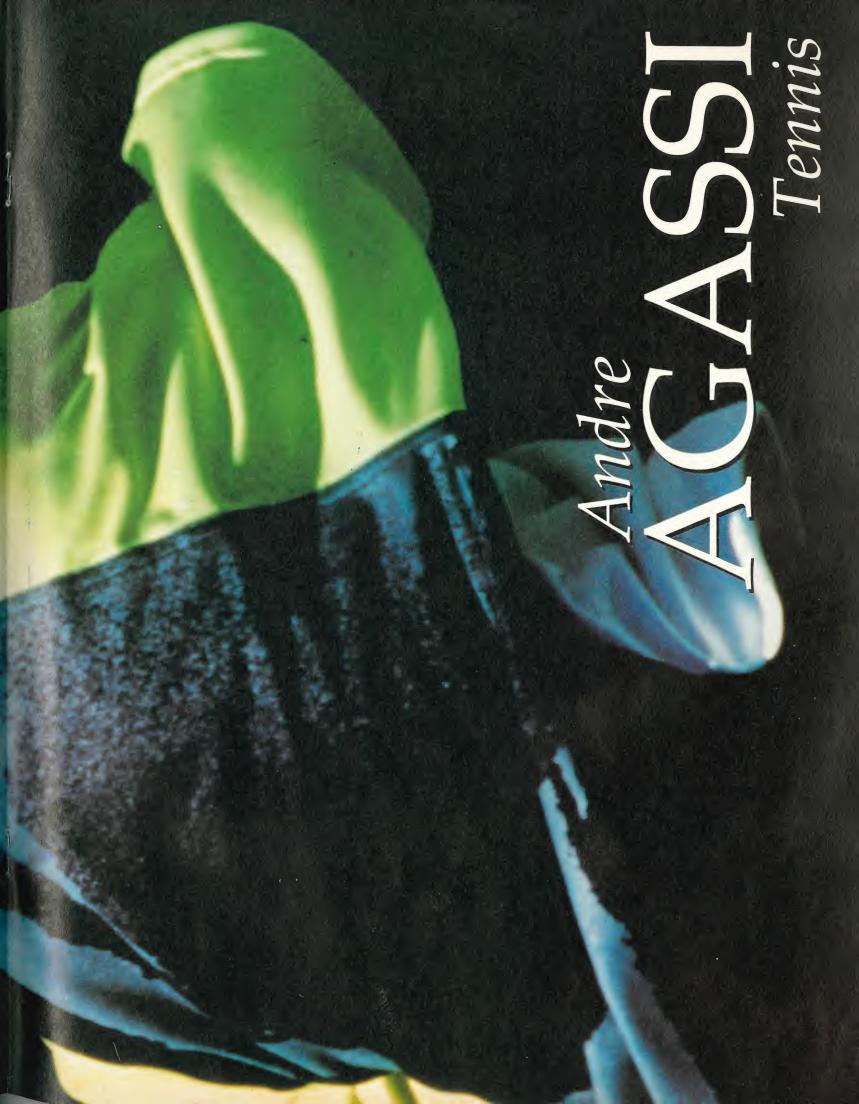
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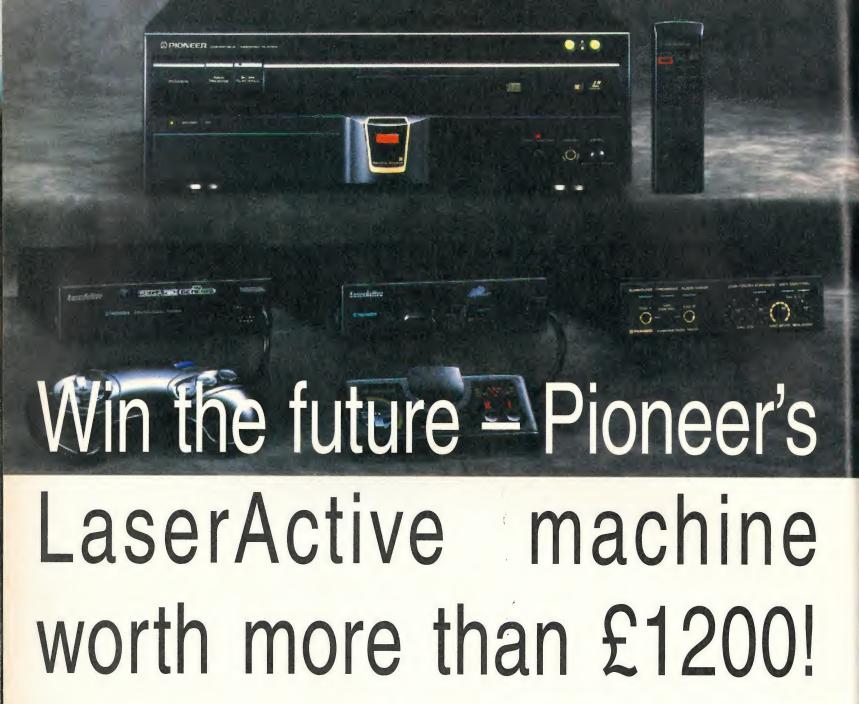
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CART SIZE8Mbit PLAYERS......2 STAGES6 SKILL LEVELS.....1 FEATURESn/a CONTACT

see importers



The Battletoads are large, very colourful and

mated well. The rest of the graphics are gruesome, very ed and extremely boring.

Contrary to the graphics the sound has been ought out and helps atmosphere.
There are many different tunes and all are irly rock-oriented.!

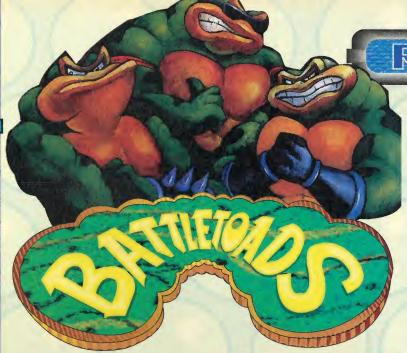
tarts off fairly interesting, but becomes us as gameplay remains the same. here are no choices between toads, no

ity levels and no bonuses at all.

▲ There is a very well staggered difficulty curve, but you will probably have lost interest by then. ▼ As the gameplay is so tedious, any challenge there is soon loses its appeal.

ROSCORE

This will soon be forgotten and a good job too. Even fans will find it hard to appreciate this one.





Among the many monsters you'll encounter, this is one of the most evil. You can't see it, but you can certainly



This is plan A and it's what the toads are going to stick to. Anyway, they haven't got a plan B.



ome fairly bland scenes introduce the player Battletoads. The evil queen snarls a few words out and then it's straight back to the

control room for your orders. No sooner are these given before the toads are crash-landed onto the strange land of Ragnarok to begin the action.

The first enemies to encounter are the psycho-pigs. They may sound like something out of a Mad Max movie, but they are complete wimps. They look very dated (as do all the



graphics in Battletoads) and only move from left to right. One side-kick from your toad and the unsuspecting pigs are splattered before they can say "apple sauce"!

All the enemies on screen have to be killed before scrolling onto the next screen. This is unfortunate, as it highlights the slow scrolling method that has been used. It makes gameplay very frustrating and generally highlights the dated style of the game.

The action doesn't seem to become any more engrossing in later levels either. Admittedly, enemies are much harder to dispose of and they cause more damage, but that's about as far as it goes. Even two-player mode isn't that much fun. There are no differences at all from one-player mode, so there's not enough action to keep interest levels high.

After some serious hype, this is an all-round disappointment and it must be one of the most boring games I have played in a long time. What more can I say? If the choice is either this or TMNT, I know which one my money's on.

Sam "toady" Hickman

Battletoads? I've heard of some unlikely heroes in my time, but this lot really take the biscuit. Whoever heard of toads engaging in gory battle for the good of all human-

Although the toads do seem to be rather unusual characters, they bear an uncanny resemblance to the current masters of super heroism, the Teenage Mutant Ninja Turtles. Surely a clone could not have reached these already? Hopefully not.

The storyline is much the same as the heroes in a halfshell; the Dark Queen has kidnapped the most beautiful girl in the world (yawn) and it's up to the toads to save her. It's going to be a tough job, but no self-respecting **Battletoad** would turn the challenge down. If in doubt, just remember their motto: "Battletoads get real MAD and then they get EVEN!"



After picking up one of the Boss Walker's legs, you can then destroy any psycho-pigs with one fell swoop!



Little does this toady know that he's about to be frazzled. Those funny boxy things are actually electrical chargers!





▲ A few bits of sampled speech together with some good spot-effects and tunes. ▼ Some of the music can get annoying after

A The reversed Lemmings theme works well and the addition of platform action is a bonus. ▼ Can become very frustrating if you grind to a halt on a rather difficult level.

Some very difficult levels will keep you up all night until you complete them!

V Once you've completed the game, there's

nothing for you to come back to.

PROSCORE

A good conversion that will hold the

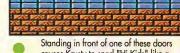
attention of Game Gear puzzle fanat-

ics for quite a while.

The Simpsons $^{\mathsf{TM}}$ & \odot Twentieth Century Fox Film Corporation. All Rights Reserved.

Hey Bart, wanna catch some rats man? OK just stand there then, see if





causes Krusty to snarl "Hi Kids" like a child molester.



Hey Krusty, don't you think it would be easier to spend a few guid and hire the pest control?

rusty's Fun House has been converted for the Game Gear from the Master System. The aim of the game is still the

same: lead the rats to the traps in each level and kill all of them before moving onto the next stage. When you complete all the rooms in one level, you're given a password that lets you continue from the new level every time you play, so you don't have to keep playing from the very beginning.

There are other objects in the Fun House that will hurt Krusty. Snakes are the biggest problem but can be killed by throwing one of Krusty's custard pies at it, while the acid drops that fall from the ceiling can only be dogged.

Some other items in the Fun House can be used to ferry the rats to their death; pipes are normally more of a hindrance than a help, fans push the little blighters through the air

The Simpsons cartoon is now shown in six different languages worldwide.

into traps or pipes and blocks can be used to make steps for the rats to climb.

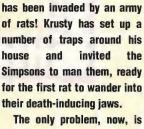
Most of the original levels are present with a few alterations and additions to some of the later stages, but the game is more or less exactly the same as its Mega Drive and Master System counterparts. The graphics are very good for the Game Gear. The sprites are crisp, the backgrounds are detailed and the scrolling is smooth.

The sound is excellent on the hand-held and even includes a few choice samples of Krusty. The only bad thing that can be said about the sound is that the music can become extremely annoying after a while.

The game is still very addictive and is well suited to the Game Gear. It should keep many people happy on one of those long car journeys.

Sega Pro JUNE L

Dino "rat" Boni



Krusty the clown has a very

big problem. His Fun House

that he needs some help to get them to the traps. This is where you come in. You have to control Krusty so the pesky little rats will walk blindly into the traps. The rats will climb over anything smaller than they are, so you may have to give them a helping hand to get over some of the obstacles in the Fun House and then lead them to the traps like lambs to the slaugh-





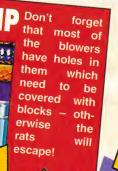


I'm going to Barbados.... Oh dear, Krusty's had a bit of a bump on the head

Oh no! Krusty, the nation's most creepy clown, is back! This time he's invaded the Master System! Krusty belongs to the notorious family of characters in The Simpsons. These lot are more than a little known for causing mayhem wherever they roam and Bart often pops over for an afternoon of mischievous mayhem at Uncle Krusty's house!

At the moment, Krusty needs him more than ever. His fun house has been mysteriously infiltrated with hordes of rats and he just can't get rid of them.

The rats are steadily taking over every part of the building and although they are multiplying at a fast rate, they are also extremely stupid. What Krusty needs to do is to lure them into a trap and then squash the blighters!

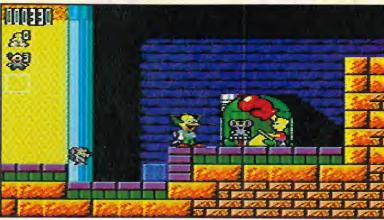




Using the many blocks that are strewn around, Krusty can stop the rats from escaping.



Those **@&* rats! Just when you thought they were gone, they popup from nowhere!



Bart is a mischevious monster at the best of times, but here he surpasses himself! He's in his element when he's in charge of the rat squasher and doesn't it show!



rusty's Fun House has been out on the Mega Drive for a good six months now and a fine game, it's still. Initially, there don't seem to be

any changes from the MD version, except that the intro sequence is much shorter.

The aim of each level is to steer the

each level is to steer the rats to Bart's rat squasher. Although this is primarily a puzzle game, *Krusty's* also has some platform gameplay too.

There are a few enemies scattered around each level, but these seem to be there to put you off rather than to cause any real damage.

There are 16 stages spread over four different levels. As ever, the first few stages are very easy, but this gives the player a chance to check out contraptions used for capturing the rats! These vary from blocks, which can be picked up and then

dropped anywhere around the level, to blowers, which suck up vermin.

Once the later stages of the game are reached, puzzles become much tougher!

Thankfully, this doesn't have the annoyance factor of Lemmings.

You'll want to come back, a g a i n

and again, until you catch every single rat!
Graphically, it's is superb. There are hardly any changes from the Mega Drive version and, as backgrounds are kept fairly simple, more attention has been spent on fine detail, such as sprite control.

Krusty's will appeal to most gamesplayers. It has addictive gameplay, a high challenge and wonderful graphics.

Sam "Maggie" Hickman



▲ No noticeable changes from the Mega Drive version and lovely cartoony graphics. ▲ Each stage manages to look fairly different from the last with detailed sprites.

SOUND 80%

▲ Thankfully the infamous "Hi kids" speech sample hasn't been left out of this version! ▲ Quite a happy, jolly tune that fits perfectly with the style of game.

GAMEPLAY 82%

▲ Engrossing fun right from the start, with a very smooth control method.

very smooth control method.

A Lots of pick-ups in each level and many puzzles to solve!

HALLENGE 80%

▲ Some brilliant introductory levels, even though they are too easy!

▼ Later levels offer a reasonable level of challenge for experienced players.

PROSCORE

Krusty's is one of the better puzzle games on the MS. A brilliant adventure throughout containing tons of





population was wiped out by the raging inferno, shock waves and radioactive fallout. The few who survived sought refuge in the intricate sewer systems of their cities, hoping to salvage some sort of life from the rank tunnels.

Life went on and over the next few decades, food was in such short supply that a network of high-speed transport crafts were employed to run supplies to and from the underground cities using the network of tunnels that survived the war. At the same time, the creatures that survived the holocaust in the sewers have inter-bred to produce some very nasty mutants that inhabit the sewers.

You are called up to fly a Sewer Shark with a veteran co-pilot who goes by the name of Ghost. The supply missions await you; the supplies must get through. If they don't, hundreds will die and that's not the sort of thing that a sewer jockey likes to think about.

lengthy, full-action, miniprologue movie introduces you to the scenario. Your co-pilot. Ghost, is a veteran of the

sewers and knows every little twist and turn in the highly dangerous tunnels. Your craft is affectionately named the Hole Hawg. It's a customised Exterminator-class Sewer Shark with twin cannons, hydrogen flares - used to explode the dangerous sewer gases that build up- and an intercom link back to base.

As well as completing your primary

Launch your hydrogen bombs as soon as the red indicator light flashes, or you'll end up as fried shark steaks!

mission of flying supplies from city to city, you must kill

any vermin you see in the tunnels. Each one gives you a score in pounds, with some of the larger Ratigators (a cross between a rat and an alligator) weighin at 10,000



Who knows what lies behind the green door, as Shaky once said. Whatever, it's not likely to be very

This is the big boss. He pops up from time to time to dish out the orders! Do what he says or you're dog meat.

Follow the arrows that are shown above the cockpit, or you're likely to

12374

get totally and utterly lost.

Meet Ghost, the main character in the game. He's the guy who's been employed to do all the nasty stuff, like blasting monsters.

pounds! However, a bit of you precious energy is used up each time vou fire.

Some of these nasty critters will drain your energy if they get a hold on you and after a while, you'll need re-charging. There are a few recharging points along every mission, but you have to be lightning quick to spot them and then turn into them before you shoot past like a gun in a barrel.

There are loads of filmed sequenced between stages where you are given progress reports and new missions. Controlling the navigation seems to form the nucleus of the gameplay. The proceeding three turns that you must take are called out over your radio intercom. If you miss a turn, you'll be sent back to the very start of the game. There are no continues and no saves.

Sewer Shark is a credible release that shows the potential of CD games without having compelling gameplay. Bodes well, though.

Dino "dogmeat" Boni



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CD ACCESS .very fast PLAYERS..... 1 STAGES5 SKILL LEVELS.....1

CONTACT Sega © (071) 3733000

FEATURES.....none



▲ The interactive tunnel sections are realistic and provide authenticity.
▼ The limitations of the Mega-CD palette cause

blurry and grainy footage.

Speech sounds just as you'd expect from a

futuristic post-war environment.

With a full CD, you'd think that a radio-select soundtrack system could have been introduced.

▲ Flying through tunnels is quite intense and a real feel is gained for the mission.

▼ The lack of variety and monotony of shooting same mutants soon becomes apparent.

▲ The lack of continues adds to the intensity as you just can't afford to die!

▼ The mutants can't do much damage as long as you shoot at them and use the re-charges.

This new type of game only made possible with the use of the CD. It's very atmospheric, but there's very little variety in graphics or gameplay.

skytek softwa

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How would you like to own a Jaguar XJ220? Only 350 of these cars have been made and it's the most powerful car to come out of England since... well, EVER! With a top speed of over 200mph and acceleration that would leave Porsches in its wake, this car is quaranteed to attract traffic cops (particularly because it's only supposed to be used on race tracks!).

Yeah, I know, we're talking serious dream territory here. but even if you can't get your hands on the real thing, Sega have come up with the next best option. One of their first **UK releases for the Mega-CD** puts you slap-bang behind the wheel (or rather the boot) of one of these asphalt-eating beasts. Your only aim: to be faster than all the boy-racing graduates around you. There's only one problem: they know how to drive their cars, and you haven't got a clue. Still, even if you smash this one up, there are another 349 Jaguar XJ220s waiting to pounce onto the track.



Who's this furry old codger? More to the point, what's he got to do with my race? Nothing, that's what!

kay, let's get one thing straight. There aren't that many brilliant racing games on the Mega Drive; most are either road racers (The Duel, Road Rash, Hard Drivin'), arcade variants (F-1 Grand Prix, F-1 Circus), or just abysmal (Ferrari GP, Fastest 1). After so many attempts, only Sega's Super Monaco games and EA's recently released Lotus Turbo Challenge spring to mind. It's ironic, considering Sega probably spent the equivalent of Mozambique's national budget promoting the European Grand Prix last month.

It also seems odd for them to throw one of these games onto CD (a medium that isn't exactly sweating at the sight of another arcade game). Okay, so it's not strictly shovelware, but those of you who've played Lotus Turbo will immediately feel at home behind the Jaguar.

What the CD version does allow is lots of options. Here you can choose one- or two-player, Grand Prix, World Tour, Practise or Track Editor modes. The latter, I imagine, is where the Mega-CD is so useful. You can also fiddle around with the music, lengths of the tracks and transmission of the car (auto or manual).



After testing out the Jag on a few practise laps (which should save you a few quid in repair bills), you can enter the real thing.

Gameplay is as you'd expect for a game based on this Jaguar: ie, scorchingly fast and totally uncontrollable to start with (hence the practis-



Pit stop! This is no where near as fast as the real thing though! Changing tyres could take all day with these lot in



Two-player mode is probably the most fun you're going to get on Jaguar XJ220. Even that's not much fun!



Even if you come last, you'll still win a bit of money! This can then be used to buy new parts for your clapped out

ing!). This is probably due to the Mega Drive not having to worry about CD-based routines like music - it certainly feels much faster than Lotus. Of course, this could also be due to the dreary graphics: try driving into a "slab" of crowd and you'll bounce off them.

Jaguar is undoubtedly better than Lotus, but I'm sure it could have been fitted on a cart. To see this as a game to promote the Mega-CD is a joke. C'mon, Sega, let's really push the Mega-CD.



▲ Some impressive close ups of the car and loads of variety in the tracks.

▼ No extra content or special effects that the Mega Drive couldn't do by itself.

▲ A special screen allows the player to select their own tune from a choice of six, à la *Out Ru* ▲ There are tunes to suit every mood, and the

sound effects are realistic!

▲ Track editor mode allows you to change the difficulty of the game and add extra obstacles.

▼ Unrealistic gameplay, If you crash into barriers nothing happens.

▲ World Challenge mode is tough, with some

extremely fast opponents.

A Grand Prix mode is also a real challenge as there are so many cars to compete ag

If you're expecting a supercharged version of Lotus Turbo Challenge, you'll be severely disappointed.



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CD ACCESS.....slow PLAYERS..... 1 STAGES9 SKILL LEVELS......3 FEATURESn/a CONTACT

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▲ Some lovely big images with fairly good detail and thoughtful use of colour. ▼ With a whole CD to fill, they should be bigger, more animated and have greater variety.

A Brilliant speech introduces the adventure. Some neut spot effects throughout the game.

A Great themes for each level, although they do sound a little like supermarket music!

▲ Lots to pick up and many opportunities to turn into Wolfchild! Oooow!!
▼ Standard platform gameplay, which soon becomes fairly monotonous. Very uninventive.

Some really tough mutants to blast and many

enemies during the nine levels.

Three difficulty levels ensures that beginners

PROSCORE

The sooner programmers stop porting over cart-based games the better. Very disappointing.









olfchild begins with a very lengthy intro, explaining how the merger of the two species has come

olf in London was filmed in the London Underground

about. The options screen then flicks up, giving you the chance to increase your life count and alter the difficulty level. From there you've just got your charm and animal magnetism to help

As Saul the wolfchild, you must destroy the many mutants

t h a





Don't forget to blast all the blocks and pods that you They often contain extra lives or weapons.

Chimera has posted around each level. If you're in human form, beating up aliens is a pretty tough job. However, this is where Saul's genetic imbalances come in handy. By picking up extra energy, Saul can be transformed into... Wolfchild (ta da!).

Energy isn't the only thing lying around. Other bounty includes a plasma ball that annihilates any enemies, and a smart bomb which completely wipes mutes from the screen!

Although this is a fairly actionpacked 3-D adventure, the main sprite is quite slow and of limited agility - Saul can only jump or punch. I also noticed that he can't kill

anything if he's too close.

The graphics are pretty poor for the Mega-CD. Although some of the backgrounds are very detailed, there isn't anything here that the Mega Drive couldn't handle. However, there are nine levels in all, which means

you won't be completing this first go.
Essentially, though, Wolfchild is nothing more than a very average platform beat-'em-up. But with poor visuals and faulted gameplay, you'd be a fool to part with cash for it — especially with the cornucopia of other games of this genre on the

Sam "teen wolf" Hickman

Dr Kal Morrow is one of those weirdo scientists obsessed with altering the human form. So far, his attempts at merging animal with human species have been highly successful. The experiments have resulted in many half-breeds with intellects of human beings and the physical strength of animals. While the two species were combined in harmony for an ultimate fighting machine, the whole operation was kept top secret.

Saul, Kal's son and first experiment, returned home for a quick visit to his parent's laboratory. When he arrived there, he was confronted with his mother's blood-spattered body and a video showing the abduction of his father. The terrorist group Chimera had kidnapped the scientist for their megalomanic means. Saul, totally destroyed by the incident, knew that there was only one thing to do: he must find his father and stop the forces of evil. Blah, blah.





Drug barons running wild in suburban city areas are destroying the community spirit. The only man willing to face the animals, Mr K, is a muscle-bound and energetic member of the local populous, believing that it's his duty to exterminate the scum. This may appear to be obvious, but with the mighty Lucas at their head, the evil hordes have earned their fearful reputation.

This on-going story of near impossible fights against evil overlords lands on the Master System, after appearing on nearly every other computer and console. (Renegade first came out on the Spectrum.) Your mission is to single-handedly defeat armies of hoodlums and restore law and order.

All sounds a bit familiar, and so it should do, as this arcade conversion came out in the early Eighties, and a mighty fine game it was too. Trouble is, in the current market, do we need another beat-'em-up...?



"Look, mate, if you mess around with my broad you deserve a week or two's worth of hospital food!"



othing much has changed from the Taito arcade machine. *Renegade* is still a side-on scrolling beatem-'up, using a motor-

cycling scenario to distract from the repetitive brawling setting. But with the likes of *Streets of Rage* up against it, it will have to be something special to impress me.

There are several neat additions which try to enhance the gameplay, namely the special moves and two-player option. Sadly, the special



When fighting Jack, stand still and repeatedly punch him until he gets close to you.

As soon as he stands up again, continue punching and you'll win without losing any energy.

moves are extremely basic, and with the poor graphics they fail to offer any spectacular assistance. The individually adjustable difficulty level on the two-player game is a useful consideration (like *Street Fighter II*), although it doesn't have too much weighting.

You are taken through the usual subway and dockyard settings, meeting the level guardians in a deserted rooftop or the like. If you die, you're carried off by the thug that killed you and thrown into the trash can. A short and simple screen with balloon text appears to taunt you in the usual manner. It could have been really annoying, but all you're disgruntled about is the graphics.

The characters and objects are very simple and small. Collision problems add to the frustration, which isn't helped by the unresponsive gameplay. Background scenes aren't



With next to nothing in it, there appears to be quite a race on. A quick kick in the groin should be a spot-on move.



"Get off my Armani T-shirt scum, or else!" Mess with the wrong crowd and you're soon thrown to waste.



 It's quite simple, really. Wait for the bikers to approach you and perform a special move.

as disastrous, but don't contain enough animation to be interesting.

The control faults can become unacceptably irritating and totally spoil the game. One moment you're facing left and the next you're awkwardly beating up a thug on the right, without being able to face him properly. The moves are there to be used, but accessing them is too difficult.

Ultimately, this game is just too old to be successful in today's beat-'emup climate. Nothing could distinguish Renegade from any other beat-'emup, except for the faults. A disappointing game for anyone that remembers the original.

Jason "Melody" Johnson





ACTION

1511100

▲ Varied backgrounds with an especially

detailed dockyard scene.

No difference between the two-player

characters.

SOUNE

▲ Jolly tunes accompany you through each of the levels.

▼ Few sound FX with no real heroic thumps or groans of pain.

GAMEPLA

▼ Moves are frustratingly difficult to access when you really need them.

▼ The majority of collision detection is terrible, resulting in easy victories.

CHALLENG

▼ No real change in the attack patterns of different gangs.

different gangs. ▼ Even with plenty of skill levels and stages, it's still too easy.

PROSCORE



With Streets of Rage just released, Renegade suffers in comparison and should have been a budget release.



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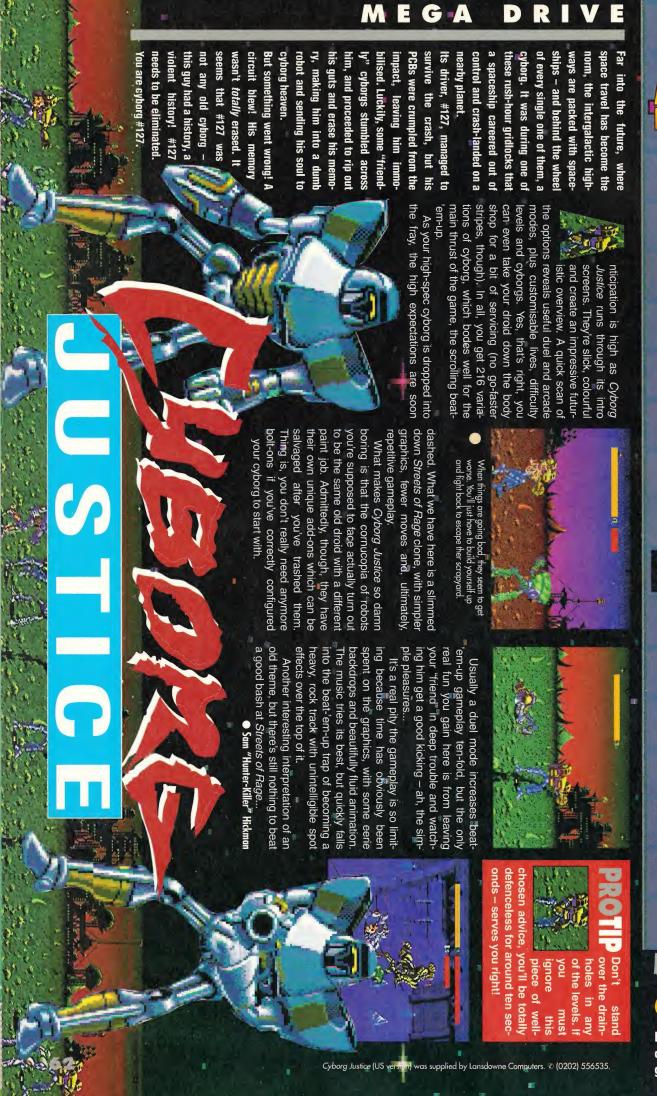


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▲ The silky-smooth animation of the large sprites is extremely impressive.
▼ All robotic opponents looks like they come from the same mould — very unimaginative.

▲ A successful attempt at realistic FX, but there just aren't enough of them.
▲ If all you want is mindless, long-haired, heavy rock tracks, you'll be well chuffed.

▲ Hundreds of cyborg parts to choose from, eac with different implications and results. ▼ Monotonous gameplay — run shoot and kill to your heart's desire. Unoriginal implementation.

▼ Don't bother with anything but the hardest level; there's just nothing around to keep you

busy. ▼ Infinite continues are a bad idea. What little



Even die-hard beat-'em-up fans will be disillusioned by the lack of original gameplay.



KING OF THE MONSTERS

SEGA £39,99 **OUT JUNE**

CART SIZE8Mbit PLAYERS.....2 STAGES8 SKILL LEVELS......3 FEATURES continues CONTACT

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ne monsters are bright and well animated a good sense of humour. here is very little variation in the attacking

nsters with repetitive backgrounds.

e music emphasises the humour of the game uits the setting. t it is limited and becomes tediously boring

and soon gets on the old nerves.

to access moves with a credible one-ontting and eight stages.

ere's nothing in the way of variation and it ecomes repetitive.

▲ The mania level is very tough and is a reasonable challenge to take on.
▼ Once you have discovered the best moves there's very little else to do.

PROSCORE

An original attempt in its own right, but the initial feeling of hilarity is short lasting and ultimately boring.





3-D view over the city gives a clever impression of how much space there is to cover. The progressively bigger battle-

grounds are surrounded by an electrified barrier. Touch this and you're thrown back to the mercy of your opponent. The pitiful tanks and ships, which are a neat addition, fire at you repeatedly.

Controlling your monster is relatively simple, but possibly too much so. They each have their special moves and personal selection of







Krunch! Get up from that one, matey Mangle your opponent's dino-skin and keep him down to win the bout.

only four monsters to master, you're soon able to get to grips with the controls and techniques. King of the Monsters is unlikely to appeal to serious beat-'em-up fans, but younger gamesplayers may find it hilarious.

The size of the monsters compared to everything else on the screen is well designed and although they are big and colourful, there are only four of them. The method of powering up your monster is clever, but unfortunately it can only be done three times during each game. The main scenario is a fresh approach, but the initial feeling of amusement, as with the monotonous music, soon wears thin

Animation of the monsters is impressive, with differing actions for each move including the amusing running attack. There are limitations to the gameplay in what is available to do. There isn't enough variation or hard hitting action in this game to warrant the cost. A simple eight round tournament is far from ground breaking and King of the Monsters is nothing more than average.

Jason "meteor" Johnson

without much power behind you, but not for long...

POWER TWO

Mean and green, so kit some butt and get bust-



POWER THREE

Killer monsters have decided that it's time for a showdown. There is only one way to decide who is King of them all, and that is to fight to the death. Destructive mayhem across the world erupts as the King of the Monsters competition begins. The favourites are warned from using any foul play and given their guidelines. As if they're going to listen to rules of con-

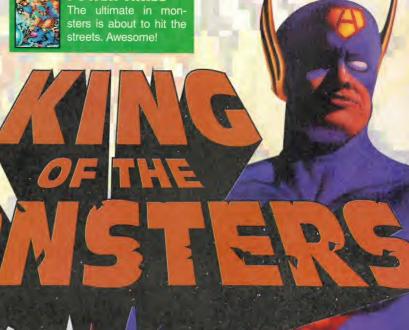
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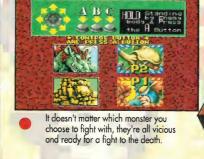
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Everywhere you look, monsters with the most awesome of reputations are fiercely competing in their own battles. The mass destruction and chaos are similar to that seen in those Japanese Bmonster movies. This may all sound too far-fetched, but that's what it's all about because the failed SNES and Neo•Geo game has now been converted to the Mega Drive.



Collect many of the power-up items as possible increase your monster's strength.





The most famous monster of all time is the Hollywood star, King Kong.

REVIEW

TALE PIN

Baloo and Kit have entered a competition with a difference. A shipping organisation has offered the terrible twosome a lifetime contract for their small cargo company. All they have to do is find and recover nine pieces of cargo scattered around the world. The only problem is that no-one quite knows where they are...

Originally on the Mega Drive and Master System, Tailspin is based on a popular Disney Cartoon.

ame Gear

The first thing that you notice is the size of the graphics! The sprites are tiny, even for the Game Gear and are

very difficult to see. Playing this without a magnifier will either give you a serious headache or a permanent squint! The rest of the game's graphics are fairly average, but they are very bright and cheerful. There's



"Ha, you can't catch me you Toonland reject." Baloo and Kit just don't come up to scratch.

quite a bit of variety between levels, which brightens up gameplay and takes the emphasis away from the small sprites.

Baloo and Kit are very hard to control. The programmers have included some sort of inertia to give the game a more realistic feel, but this only goes to make it very frustrating! Some of the jumps require pixel-perfect accuracy that the control method just doesn't allow.

TaleSpin is quite large, with plenty of spacious levels and many creatures to kill, either with Baloo's bat-'n'-ball or Kit's catapult. However, the awkward control method and small sprites make this a definite no-no. If you really want to buy it, I suggest you spend a lot of time in your local shop before your wallet is emptied of money that could be spent elsewhere!

Dino "Mowgli" Boni



TAILSPIN

SEGA 🛑 £27.99 🛑 OUT NOV

GRAPHICS 67% SOUND 60%

GAMEPLAY34%

CHALLENGE64%

PROSCORE %

The sprites are too small and this causes unnecessary frustration. An average game, look elsewhere.



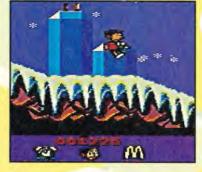
CIONS

Mick and Mack are back for their third assault on the console world! This time our two intrepid heroes launch a huge clean-up campaign on the Game Gear!

Mick and Mack dream of becoming super heroes, just like their favourite comic characters, the

Global Gladiators. Whilst in McDonald's, Ronald offers them a chance to do just that! Without further ado, the likely lads set off into the sunset!

After a glorious entrance onto the Mega Drive, Global Gladiators was a



rather disappointing affair on the Master System. On first impressions, the Game Gear version is exactly the same as the MS. Choose your sprite from either Mick or Mack and then the action begins.

Level one starts in the Slime World. Your gladiator is suitably armed with a splurge gun and immediately sets off to cause major damage to any offending slime! The sprites are both very detailed and are just about the right size! Unfortunately, though, this is about



"Oi! Get out of my way or else I'm going to slap you round the face with a custard tart."

as far as any changes from the MS version go. The rest of the game is exactly the same. Controls are generally very clumsy and unresponsive and the sprite flickers very badly throughout. There are monsters on almost every platform of each level, causing unnecessary chaos and making gameplay very difficult.

While the controls may be awkward to say the least, the graphics are excellent! In each level the detail in the backgrounds and surrounding scenery is splendid, with much variety between levels. However, Global Gladiators may look very classy, but the terrible control method completely overshadows the better aspects.

Even if this is one of the most environmentally friendly games to date, it still falls flat on its face in every other respect.

● Sam " Eco" Hickman



GLOBAL GLADIATORS

VIRGIN 🛑 £27.99 🛑 OUT NOW

GRAPHICS87% SOUND75%

GAMEPLAY50%

CHALLENGE70%

PROSCORE %

Although this may look wonderful, it's virtually unplayable. Save your money for something better.

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Definitive? Well, we think so. You won't find a more extensive guide in any other magazine. Every month, we'll update the listings, with all new entries highlighted. Many game ratings will change to reflect long-term interest and dating most games become less impressive as technology develops and newer games become available. For instance, our top game, Streets Of Rage II scores a whopping 96%, but it may age in a few months. Each game rating is what we think now, not what we thought when the game was first released. Regular readers will be aware that ProPick has been replaced. We now print our Top 100 Sega games every month and all ProYo! games (scoring 90% and over) will be highlighted in red throughout the file.



Not only one, but three charts from the big game retailers Virgin Mega Stores, HMV and Our Price on Mega Drive, Master System, Game Gear and, when it is in full swing, Mega-CD.



If you are particularly hot on a game. Videotape your favourite sequence and send it in. It could be a super move on *Streets of Rage II*, a super goal in Super Kick Off or a touchdown in *Madden's Football*. A SEGAPRO T-shirt is up for grabs for any moves published!



Send in your high scores for any game that you think you've mastered. Every month we'll print a list of games that we want high scores for. An overall winner, as judged by the Pros, will receive a SegaPro T-shirt!



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MEGA DRIVE Y MEGA DRIVE Y MEGA I

943 IMPORT

Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated, but still fun. 64%

688 ATTACK SUB

£39.99 SEGA 239.99 Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 78%

ADVANCED WW2 SIMULATOR

This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden

IMPORT

IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. 62%
AFTER BURNER II

SEGA 29 Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 66%

AIR DIVER

Afr DIVER IMPORT Similar to After Burner II in both looks and playability. It has more challenging play with a wider variety of opponents and tough guardians. 77% ALESTE (MUSHA)

ALESTE (MUSHA)
IMPORT
This is one fun vertically scrolling shoot-em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 80%
ALEX KIDD IN ENCHANTED CATLE
SECA.

ALEX KIDD IN ENCHANTED CASTLE SEGA £29.99 This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62% ALIEN 3

May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. 77%

ALIEN STURMS
SEGA £34.VY
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. 74%
ALISIA DRAGOON
£39.95

Allsia Dragoon is one tough chick. You must help her through eight stages in the style of Valis. Few lives and tough quardians, very challenging. 82%

ALTERED BEAST

534.99

SEGA F.34.yy
The first game to impress Mega Drive owners. The graphics are filterly and response slow. Usually given away free – nutl said... 48%
AMBITION OF CAESAR

IMPORT
Only for real fans of strategy games
Fortunately the graphics are excellent
and will keep you enthralled for ages.
Sadly, it's very hard to get into. 73%
AMERICAN GLADIATORS

AMERICAN GLADIATORS
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 72%
ANOTHER WORLD
VIRGIN
639 99

VIRGIN

VIKGIN 239.99
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles. 92%

AOHATIC GAMES

AQUATIC GAMES
ELECTRONIC ARTS

£39.99
James Pond, the fishy star, stars in a series of classy, but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS

FLYING EDGE £34 Hop, skip and punch your way th

this manic basketball extravaganza It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 76% ARCUS ODYSSEY

RPG in the style of Gauntlet. Two players simultaneously vandalise eight graphically excellent levels. There's a much needed password save, 89% ARIEL: THE LITTLE MERMAID

Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72% ARNOLD PALMER TOUR GOLF

SEGA £34.99 One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf.* Real feeling of being out

there on the course, smacking little white balls. 81% ARROW FLASH SEGA £34.99 This is a very vacant shoot-'em-up

The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? 29% ART ALIVE

SEGA £29.99
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the nictures. 39% i

the pictures. 39% ASSAULT-SUIT-LEYNOS

ASSAULT-SUIT-LE TO IMPORT Called Target Earth in the States. You are a robot who has to bash similar robots over eight moonscapes. Not much fun, but there are a few neat cheats. 42%

ATOMIC ROBOKID

MAPORT

Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a tew hours. 59%

MPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-em-up. 75%

BACK TO THE FUTURE III

IMPORT
Marty McFly, animated in the worst
possible taste, proves to be a serious
let-down in this disappointing film
licence. Don't even think of testing it
out! 28%
BAD OMEN

This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really gruesome tough nuts to

some really gruesome rough had kill. 75% BART VS THE SPACE MUTANTS

HYING EDGE 239.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the officioutly, the sound, etc and it's packed with challenge. 89%
BATMAN
SECA.

SEGA 239.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 82%

BATMAN RETURNS

SEGA £39,99
Far from inspiring game that should
have been much better. Totally
unoriginal, with poor graphics and
even worse sound. A real waste of
money and time. 43%
BATMAN:

REVENGE OF THE JOKER

IMPORT
Better than all the other Sega versions
put together! Large sprites and
detailed backdrops show just how a
Batman licence should be produced.
84%

BATTLE GOLFER
IMPORT
A golden-oldie arcade adventure. It's
all about the exploits of a golf ball and
its travels. This may not sound like the
best of starting points for a game, but
it's good. 72%
BATTLEMASTER
IMPORT

RATTLEMASTER
IMPORT
Excellent presentation at the start
welcomes novices and the rest of the
game takes off from there. It can be
picked up for a lot less than most, so
it's worth a look for beginners. 78%
BATTLE SQUADRON
ELECTRONIC ARTS
239.99

ELECTRONIC ARTS £39.99
Its one advantage over other shootem-ups is toughness challenging
evenost gifted of players. If you want a
great looking and sounding shooter,
then this is your man! 85%
BEAST WARRIORS

IMPORT
Colourful, detailed graphics offset by
terrible sound and slow jerky
gameplay. Don't be fooled by pretty
pictures, there's nothing nice about
this game. 20%
BIMIMI RUN

IMPORT

IMPORT
A shoot-em-up that tries to impress
with a scenario other than outerspace. Is a bit of a laugh for a while,
but soon becomes repetitive and
boring 57%
BIO SHIP: PALADIN

IMPORT Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many spriles on-screen and It's pretty easy. 51% BLOCK-0017

ELECTRONIC ARTS

Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

£34.99 Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy Grab a partner and in two-player mode

you'll soon have it completed. 58% BUCK RODGERS ELECTRONIC ARTS £49.

ELECTRONIC ARTS
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big challenge. 86% BUDOKHAN

ELECTRONIC ARTS

The excellent presentation builds up a terrific atmosphere. It's a shame that beneath it is a very shallow beat-'e up with few opponents and limited moves. 56%
BULLS VS LAKERS

ELECTRONIC ARTS

Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard

fans only. 78% BURNING FORCE

A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. 28%

CADASH

A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65% CALIBRE .50

IMPORT
Vertical shoot-'em-ups are fairly
common and to be any good they
need something extra special. Calibre
.50, sadly, is very medicore. 33%
CALIFORNIA GAMES

SEGA £39.99 All of the cool sports are included in

this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS SEGA £34.99
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%



CAL RIPKEN'S BASEBALL



£34.99 This is a big disappointment that could've been great if only the developers had taken more time with the gameplay. 41%

CASTLE OF ILLUSION

CAPTAIN AMERICA

CASTLE OF ILLUSION
SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. 93%
CENTURION
ELECTRONIC ARTS £39.99
A very welcoming historical strategy

A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long, 70% CHAYAN

CHAKAN
SEGA
239.99
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76%
CHAMPIONSHIP PRO-AM

CHAMPIONSHIP PRU-am IMPORT
This is a cross between Super Off Road and Super Sprint with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 75% CHRI CHIKI BOYS SEGA £34.99
This is Mega Twins and it's far too cute and far too easy. Younger players should find a challenge hidden within, but this platform adventure offers very little. 44%

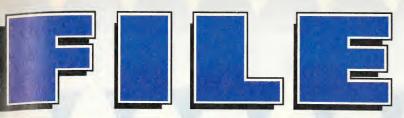


VIRGIN

Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%

CHUCK ROCK
VIRGIN
Stone Age shenanigans in his arroade
adventure. Full of jokes, this humorous
quest challenges the mind and pushes
your gaming skills to the hilt. 81%
CLUE

CLUE IMPORT Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 86%



the Mega-CD, Mega Drive, Master tras such as ProTips, ProScores and to be totally in the know.

IVE Y MEGA DRIVE Y MEGA D

COLUMNS

£29.99 SEGA 229.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. 84%
CORPORATION

VIRGIN

£39.99
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%

CRACKDOWN

SEGA

SEGA £39.99
Wander around Gauntlet-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. 82%
CRUE BALL

ELECTRONIC ARTS
£39.99
Fast and furious pinball simulator.
Tries to better the classy *Dragon's*Fury, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuki 72%

IMPORT

IMPORT
It's a sad day when something as appalling as this is released. Its only purchase value is the novelty of having the worst ever shoot-'em-up. 0%
CYBERBALL
SEGA £34.99

Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 56%

DANGEROUS SEED

IMPORI
Novel graphics make this a real
involving shoot-'em-up. There are 12
levels of alien plant terminating,
ensuring the lasts for longer than your geraniums. 86%

DARIUS II
IMPORT

INPORT

2 levels can be attacked in any order means that there are a variety of possible endings. That alone should tickle the fancy of any shoot-'em-up player, 83%

DARK CASTLE
ELECTRONIC ARTS

£34.99

The soundtrack is the only service.

The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button, 52%
DARWIN 4081
IMPORT

IMPORT
Shooting those classy little aliens can prove to be a chore at times, but Darwin 4081 it's simply a pleasure. Spectacular graphics. 83%
DAVE ROBINSON'S SUPREME COURT SECA.

SEGA 23.9.9
The view from the stands may be strange, but it is by far the best way of playing. Brilliant in all areas, but a pity the players aren't real. 91%
DEADLY MOVES
MPORT
Poor attempt at a Street Fighter II clone with each wrestler having limited moves and only one special attack... Lacks polish. 71%
DEATH DUEL
RAZORSOFT 23.9.99
A shoot-lem-up which offers more than

RAZORSOFT £39,99
A Shoot-'em-up which offers more than just a biast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. 62%
DECAP ATTACK
SECA
SECA STRACK
SECA STRACK
STRA

DESERT STRIKE
ELECTRONIC ARTS

£39.99
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 93%
DEVILISH
MPORT

Bemember Break-Out? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-

DICK TRACY SEGA

SEGA
Stead
Stead
Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%
DINOLAND
IMPORT
Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%
DJ BOY
IMPORT

While there's loads of originality in DJ
Boy – a beat-'em-up on roller-skates
(?) – it is simple and too easy. 59%
DOUBLE DRAGON
BALLISTIC £29.99

BALLISTIC £29.99
A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%
DUBLE DARGON II
IMPORT

Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29% DOUBLE DRAGON 3

FLYING EDGE £39.99 FLYING EDGE £39.99 Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless, street fighting. 35% DRAGON'S FURY

DOMARK
239.99
Official release of Devilish. Stunningly
addictive game that has superb
graphics and sound with tons of
brilliant bonus rooms. 85%
DURGEONS AND DRAGONS DOMARK £39.99

IMPORT

IMPORT
Dungeons and Dragons will certainly
test your RPG skills to the limit.
Superb graphics and unlimited
challenge make this a must. 84%
DYHAMITE DUKE

The Op Wolf-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS

IMPORT
The original version that was later to become one of the first Mega-CD games. Gulde your intrepid explorer through countless scenarios in this colourful adventure. 72%
EA HOCKEY

ELECTRONIC ARTS £39.99 This is one of the most accurate sport conversions ever. Due to its realism, *EA Hockey* is immense fun to play in two-player mode, but solo players may find it lacking in challenge. (See NHLPA Hockey.) 94%

SEGA 239.99 Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics and very original. 94% ELEMENTAL MASTER

MPORT
This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%
EL VIENTO

and very addictive. 81% EL VIEKTO MPORT
This game not only looks great, it also plays like a dream. The animation and statics encourage you to venture further, even though it is tough. 88% ESWAT
SECA. £34.99
This conversion of ESWAT is accurate. The parallax, multi-directional scrolling gives the impression of a huge game. Very challenging and addictive. 84% EUROPEAN CLUB SOCCER VIRGIN £39.99
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 88% EVANDER HOLYFIELD'S BOXING EGO.

SEGA £39.99
Good main sprites and extremely challenging gameplay makes it a

better than usual simulation. Crunching sound effects are realistic. Awesome! 87% EXILE

IMPORT
A strange mixture of RPG, platform and puzzle, makes Exile an intriguing game to play. Admirable and well worth seeing. 83%

EX-MUTANTS

SEGA Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

-1 CIRCUS

Addictive and playable, F-1 Circus is one of the best arcade driving sims yet. With plenty of courses worldwide, it's great fun. 84%
F-1 GRAND PRIX

IMPORT

IMPORT
Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as F-1 Circus, but the visuals are superior. 89%
F-22 INTERCEPTOR

ELECTRONIC ARTS Plenty of scenarios to be shot down in including Iraq, with Saddam shedding tears for his beloved comrades. Dated but is also the only flight sim. 899
THE FAERY TALE ADVENTURE
ELECTRONIC ARTS
£39

One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81% FANTASIA

£39.99

Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%



FATAL FURY

£44.99

A fairly credible Street Fighter II clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

FASTEST 1
IMPORT

FATAL REWIND

ELECTRONIC ARTS Criginally titled The Killing Game Show, this makes excellent use of the the machine's capability. Headbangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 88%

IMPORT IMPORT
This is no Street Fighter II, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

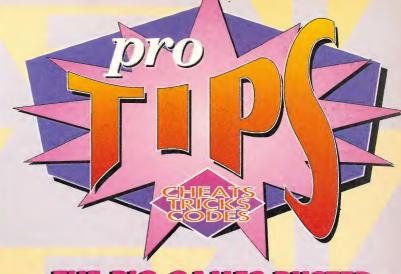
FERRARI GRAND PRIX CHALLENGE

FINAL COMMENTS.

FIVING EDGE 239.99
Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. 38%
FIGHTING MASTERS
IMPORT

IMPORT Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-dem-up for wimps. 30% FINAL BLOW

As this is criminally easy, you shouldn't look for value. The boxers look great,



THE BIG CAMES BUSTED EVERY MONTH BY THE UK'S TOP SECA PLAYERS!

Send your tips and cheats to: ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

The best tips win the sender a free cart or a SEGAPRO T-shirt. Full game solutions can win you up to three free carts!!!



ROLO TO THE RESCUE

MEGA DRIVE

LEVEL SELECT • INVINCIBILITY INFINITE LIVES

Wait until the title screen appears and then hold Up, Left, A and C. Keep the buttons held and press reset. Hold the buttons for a few seconds and press B. You should be taken to a secret options screen with all the above choices included.

S Parker, Chiswick



ROAD RASH II **MEGA DRIVE**

LEVEL CODES

Right! To get to any level on Road Rash II, simply enter a few of these codes.

OFIA 39TA 0P1I 4SKO

Level 3 with \$19,410 and a Banzai 7.11 Level 4 with \$30,810 and a Diablo 1000 Level 4 with \$17,730

OCTQ 4JAG 0H4R 550H

and a Diablo 1000 Level 5 with \$20,930 and a Diablo 1000



SONIC THE HEDGEHOG 2 MASTER SYSTEM

Proceed to Sky High Zone Act 2. At the very bottom of the screen you'll find an invincibilty TV. Jump on it to become invincible, then jump onto the ledge directly above it. To the right are some mean looking spikes! Bounce across these to get an extra life. This might sound very long-winded, but the added bonus is that every time you return to that spot, so does the life! I suppose there is something to be said for games full of bugs after all.



THE TERMINATOR

MASTER SYSTEM LAST LEVEL

R Plummer, Staffs.

To get through the last level of Terminator is a pretty tough job! Keep moving right until you see a platform with two drains underneath it. Jump onto the second drain and then onto the small platform above it. Go down the ladder immediately in front and you'll have to confront the endoskeleton. Get down as low as you can, away from the ladder, and fire! He takes a lot of hits, but as long as you're in good health you should be able to do it!

MEGA DRIVE Y MEGA DRIVE Y ME

but their power is so immense no-one stands a chance. 42%

stands a chance.

Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right. The large graphics slow the gameplay below an acceptable speed. 55% FIRE SHARK

SEGA £34.99 Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75% FLICKY

SEGA £29.99 The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37% FORGOTTEN WORLDS

SEGA Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

G-LOC

More mindless violence! An almost identical version to the arcade simulation. Take to the skies and blast away as many enemies as possible

DGET TWINS IMAGHEC \$37.00
Superb graphics and wonderful cartoon FX make this a top title. Hilarious fun to play and totally cute. A scrolling action packer where your hammer takes pride of place. 90%
GALARES

WPORT
Yet another coin-op conversion.
Galares, however, is an impressive shoot-'em-up which should keep all blast-'em fans happydespite its lack of originality. 84%.
GAH GROUND
234.99

SEGA £34.99
A simultaneous two-player gamel Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 88%



£39.99 **ACCLAIM**

A poor attempt at a boxing game that should have been put to sleep the moment the programmers finished. 54%

GALAXY FORCE II

SEGA £39.95
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%
GHOSTBUSTERS

SEGA 534.yy
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play 28%
CHOULS'N' CHOSTS

\$44.99

SEGA £44.99
A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%
GLOBAL GLADIATORS

VIRGIN 239.99
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed

with challenging levels although longevity is in question. 90% GODS

IMPORT

IMPORT
Testing platform adventure fun at its best. Stunning graphics with authentic and powerful backgrounds and, as yet, not officially released. Only available from Japan and the States, but is worth seeing, 92%
GOLDEN AXE

SEGA In its day, a truly pioneering areade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72% GOLDEN AXE II

SEGA Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75% GRANADA X

SECA £29.99
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-em-up. 83%
GRANDSLAM TENNIS SEGA

SEGA £39.99
Run-of-the-mill tennis game, unofficially released as Jannifer Capriati Tennis. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%
GREENDOG

SEGA £39.9Y
Control the hip Greendog as he ventures through the wild side. Well-animated, but far toe easy. A difficulty setting would've helped. 80%
GREY LANCER

IMPORT
Ultra fast scrolling shoot-'em-up.
Awesome soundtrack and nothing less
than superb gameplay. The weapon
selection adds even more fun. 85%
CYNOUG
£34.99

SEGA £34.99
At the end of each level there are some disgusting quardians. This alone makes the gameplay fun. Gels well and is worth a look. 79%



HARDBALL III ACCOLADE ACCOLADE £39.99
Baseball games come and go, but Hardball III will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 86%

ARDBALL

IMPORT
An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. 38% HARD DRIVIN'

TENGEN £39.99 TENGEN 23.9.9 Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 86% HEAVY NOVA

ROOMS giving each other what for in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better types in this genre. 49% HEAVY UNIT

This shoot-'em-up's point of interest is

that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 78% HELLFIRE

Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69% HERZOG ZWEI

£34.99 You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

SEGA 250-90 Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54% HUMANS

IMPORT

Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 86%

MMORTAL (THE) **ELECTRONIC ARTS** The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83% INSPECTOR X

IMPORT

This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenatine pumping. 90%
ISHIDO: THE WAY OF THE STONES

IMPORT Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

AMES BOND - THE DUEL JAMES BOND - THE DUEL
DOMARK
239.99
James Bond offers his services to
rescue a few dumb blondes. Neat
animation and flawless graphics are
heliped along by spot-on effects. 80%
JAMES PORD
ELECTRONIC ARTS
239.99
This was the first MD game to be
programmed solely in the UK.
Unfortunately, everything is far too
bland as you swim around saving the
environment. 70%
JAMES PORD II
FIFCTRONIC ARTS
239.99

ELECTRONIC ARTS ELECTRONIC ARTS \$39.99
Some said this was better than Sonic
one thing's for sure, it's much faster!
The graphics are super slick, the
gameplay challenging and, above all,
it's a really fun game to play. A brilliant
sequel 90% JENNIFER CAPRIATI TENNIS

JENNIFER CAPITALISM TO THE METERS OF T

JEWEL MASTER SEGA 234.99
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%
JOE MONTANA FOOTBALL £34.99

SECA £34.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%
JOE MONTANA II

SECA £34.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative. The side-on view is not as good as John Maddens. 75%

JOE MONTANA III

£34.99 SEGA £34.99
A much updated sequel which would have been considered a good alternative if it wren't for the sheer quality of £38 Madden 93. Nice try, all the same. 84%
JOHN MADDEN FOOTBALL
JECTPONIC APTS £39,99

the same. 84%.
JOHN MADDEN FOOTBALL
ELECTRONIC ARTS £39.99
Single-handedly started the American
football following on the Mega Drive.
This is real tun to play, although it's far
too easy. 840.
JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS £39.99
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate to the real thing, you only need to use a limited array of passes (not rushes)! to get anywhere. 9276
JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS £39.99
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have Madden 92. 92%
JORDAN VS BIRD
ELCCIRONIC ARTS £39.99

JORDAN VS BIRD
ELECTRONIC ARTS
£39.99
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent full game option. 78%
JUNCTION

JUNCTION
IMPORT
Junction adds a new flame to the fire
by mixing a Pipe Mania type game
with a slide puzzle, resulting in a very
challenging game. 81%

KABUKI SOLDIER

MABURI SOLUTION
IMPORT
Exciting beat-tem-up featuring sumo
wrestlers and other similarly
overweight persons. Scrolling
backdrop is exquisite, but a mite easy
for old hands. 73%
KA-65-KI

KA-GE-KI
IMPORT
Known also as Fists of Steel, this
beat-em-up is nothing spectacular.
Tiny bodies with big heads romp about
in an effort to beat each other up.
Need we say more? 36%
KID CHAMELEON

£39.99

SEGA £39,99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay, 82%
KING COLOSSUS

Japanese adventure game with a long introductory sequence. Nine stages of pretty, but uneventful, adventuring. Learn the lingo first! 43% KING'S BOUNTY

IMPORT

IMPORT
A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66% KING SALMON

Fishing simulator with Japanese text throughout. Detailed graphics help

make it fun to play and ultimately very competitive. 85% KLAX DOMARK

DOMARK
239.99
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%
KRUSTY'S SUPER FUN HOUSE

FIVING EDGE 239.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

AND STALKER

Fantastic adventure game with tremendous graphics and a huge

game area to cover. Currently in Japanese text, but well worth waiting for officially. 84% LAKERS VS CELTICS

ELECTRONIC ARTS £34.99
This was one of the first EA sports
games to fully utilise the EASN playing
characteristics. It's incredibly realistic,
looks great and the action is hot. 80%
LAST BATTLE

SECA £34.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay, 58%
THE LEGEND OF GALAHAD

THE LEGEND OF GALANAD
ELECTRONIC ARTS 23.9.99
Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%
LEAMINGS
SECA. 639.99

SEGA The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90
LHX ATTACK CHOPPER

£39.99 ELECTRONIC ARTS A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard

war junkies. 70%
LOTUS TURBO CHALLENGE
ELECTRONIC ARTS Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

I ABRAMS BATTLE TANK SEGA £39.99

SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80° MAGICAL MR TALUROOT

An import platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games

appealing to the younger games player. 36% MARBLE MADNESS ELECTRONIC ARTS 234.99
If you were a fan of the coin-op, you'll love his. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82% MARIO LEMIEUX HOCKEY
SECA.

SEGA Espain Land Rough In Eagl 99 Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves. 73%

IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill, 73%

MASTER OF MONSTERS

MASTER of Weapon
MPORT
A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended, 28%
MASTER OF WEAPON

IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72% MEGA LO MANIA

WIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL

IMPORT
Tetris, but fresher and better
presented than the old Russian
puzzler. There are some great
graphics and varied gameplay, making
it an addictive game. 83%
MEGA TRAX **IMPORT**

IMPORT This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59% MERCS

£39.99 SEGA £39.99 Identical to the arcade original, this

Identical to the arcade original, this boasts stunning graphics and beefy sounds, but is too easy for most players, 75% MICRO MACHINES CODEMASTERS £39,99

The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own, 90% class of its own. 90%
MIDNIGHT MADNESS

IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to diehard fans of the arcade game. 47% MIGHT 2. MAGIC LECTRONIC ARTS
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine. 832.
MIKE DITKA FOOTBALL
BALLISTIC £34.99

MIKE DITER PUBBLE

£34.99
The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 82%

MONOPOLY

MONOPULY
IMPORT
A fairly good representation of the board game with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead?
74%
MONSTER HUNTER

MONTER TO THE MONTE THE MO

SEGA
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but the game will be completed all too quickly. 84%



MUTANT LEAGUE FOOTBALL MUTANT LEAGUE FOOTBAIL
ELECTRONIC ARTS £39.99
A great idea that is let down by the lack of depth that made the John Madden series a timeless classic. If you found John Madden' too deep, then try this. 72%

MS PACMAN IMPORT

IMPORT
Blocky graphics are even worse than
the original arcade game. 32 colours
can be displayed on screen at any one
time, but not here. 28%
MYSTIC DEFENDER

£34.99 A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 69%



A DRIVE Y MEGA DRIVE Y MEG

NEW ZEALAND STORY

MPORT
This is a super conversion of Taito's hot platform coin-op in the style of Bubble Bobble. The two-player mode is excellent fun and only slows up occasionally. 86%
HLPA HOCKEY
ELECTRONIC ARTS

£39,99

The political in the bold on simulation in the late.

ELECTRONIC ARTS

The definitive ice-hockey simulation.
Similar to the original, EA Hockey, but lots more stats and real players, each with their own characteristics.
Because of stats, better than the

original in one-player mode, but slower and tougher. 94%



The lack of tournament option lets it down, but there are lots of challenges against the computer or second player. 70%

NINJA BURAI

IMPORT
An RPG that requires an understanding of the Japanese language. All on-screen instructions, gauges and indicators make life very difficult. 79%

OLYMPIC GOLD

US GOID £39.99
The MD is short of this kind of sporting compilation, but *Olympic Gold* more than manages to fill the gap. Best played with a crowd of players. 81%



An enjoyable drive'n'blast game tha will please anyone who fancies themselves as a Mad Max clone! 62%

ONSLAUGHT

ONSLAUGHT
IMPORT
An excellent medieval platform beat'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today, 89%
OUT RUN

CORD.

SEGA £39.99
This still has a basic undefinable draw.
Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 80%
OURUN 2019
SEGA

SEGA £39,99
This isn't another episode in the
Outrun sagal Set far into the future, it's
the best Outrun so far and offers a
wicked challenge with detailed
graphics. 84%

PAC-MANIA

£34.99 3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to

PAPERBOY DOMARK

£30.00 A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode. 80%



PAPERBOY 2
DOMARK
\$239.99
Another line conversion, but there's still no two player versus mode. Still if you are a fan of the original, then this is more of the same, with very little else. 63%

PGA TOUR GOLF
ELECTRONIC ARTS
\$39,99
Slightly better than Arnold Palmer due
to its realism (you even get the
occasional bird tweeting) and
improved graphics. 88%
PGA TOUR GOLF II
ELECTRONIC ARTS
\$440.90

PEATOUR GOLF II
ELECTRONIC ARTS

£44.99
A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes, but more courses. 90%
PHANTASY SOLDIER 3
IMPORT

IMPORT
As the majority won't have heard of
this game, if you see it, buy it! A top
quality platform adventure with
excellent graphics and even better
gameplay. 88%



PIGSKIN FOOTBRAWL

IMPORT
Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

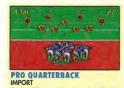
PHANTASY STAR II

SEGA £37.77 First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 72% PHANTASY STAR III

Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very

weak. 78% PHELIOS

SEGA 234.99 Mediocrity is the order of this shoot-iem-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%



A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

PIT-FIGHTER

DOMARK
Improved digitised graphics, gut
wrenching sound and the appeal of
battering opponents to death. How
could this fail to be a winner? 89%

POPULOUS
ELECTRONIC ARTS
One of the most over-rated games
ever. This certainly isn't an action
game, yet the strategy isn't clever
enough to keep mental players
enthralled for long. 65%
POWERBALL
MPORT

The graphics are very simple in the sport that is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%.

POWERMONGER
ELECTRONIC ARTS
A massive land-conquering mission. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%.

PREDATOR 2

FLYING EDGE
Seven stages with three skill levels and plenty of hostage rescuing to be done. 80%.

QUACKSHOT

SEGA £39,99
You could be forgiven for thinking you were watching a Diney cartoon on TV—that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 94% QUAD CHALLENGE IMPORT

MPORT Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very un-playable. 26%

RAIDEN TRAD

MMORI More shoot em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player model it's far too easy too. 44% RAINBOW ISLANDS

With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

SEGA £29.99 SEGA £29.99
Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%
RASTAN SAGA 2

IMPORT
Take control of your gallant hero and
guide him through a maze of dangly
platforms. Reasonable graphics, but
poor gameplay. 61%
RBI 3 BASEBALL

The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of

the ordinary, 72% RBI 4 BASEBALL

IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland. 78%

THE REVENGE OF SHINDS

Still considered to be the best game of the oriental beat-tem-up, magic-tem-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

INUNDERFORCE **MEGA DRIVE**

SECRET MUSIC

If you manage to finish this game, then you will also be able to access the secret sound test. Simply finish play and then go to the sound test and ten new tunes will be yours! If you're still having trouble, don't forget there's a cheat for 99 lives in SEGAPRO #19!



NIGHT TRAP MEGA-CD

LEVEL TIMES

There won't be any problems with this now that all the times for capturing those unsuspecting hijackers have

				1				Charles .
TIME	PLACE	NO. OF	07:40	Driveway	1	17:48	Living room	1
		HIJACKERS	07:48	Hallway 1	2	17:54	Bathroom	1
00:05	Hallway	1	08:02	Bedroom	2	18:00	Hallway 2	2
00:25	Living room	2	08:10	Hallway 2	2	18:10	Driveway	1
00:33	Bedroom	1	08:25	Hallway 1	1	18:15	Driveway	1
00:38	Bathroom	1	08:35	Bedroom	2	18:25	Entry way	2
00:48	Bathroom	1	09:00	Living roomCod	te change	18;33	Living room	1
01:00	Living room	1	09:10	Living room	1	19:00	Hallway 1	Wait for
01:22	Kitchen	1	09:20	Entry way	1			red gauge
01:34	Entry way	2	10:45	Hallway 2	1	19:20	Living room	2
03:10	Hallway 1	2	10:55	Driveway	1	19:50	Entry way	1
03:20	Bedroom	1	11:00	Driveway	1	20:10	Living room	2
03:29	Living room	1	11:29	Hallway 1	1	21:14	Bedroom	2
03:40	Hallway 1	2	12:03	Living room	1	21:30	Driveway	1
03:45	Driveway	1	12:37	Bathroom	1	21:40	Kitchen	1
04:01	Hallway 2	1	13:10	Hallway 1	1	21:50	Hallway 2	2
04:20	Bathroom	1	13:27	Entry way Coo	le change	22:05	Bedroom	2
04:38	Bedroom	1	13:55	Living room	2	22:23	Hallway 1	2
04:53	Living room	1	14:13	Living roomCoo	de change	23:03	Hallway 2	1
05:02	Living room	1	14:40	Hallway 2	2	23:15	Hallway 1	1
05:25	Bedroom	1	15:00	Entry way	2	23:30	Living room	1
05:35	Driveway	1	15:15	Do not trap	0	23:50	Driveway	1
05:40	Entry way C	ode change	16:25	Driveway	1	24:00	Living room	1
05:45	Living room	1	16:35	Hallway 2	2	24:15	Living room	1
06:08	Hallway 1	2	16:43	Living room	1	24:25	Hallway 1	1
06:18	Hallway 2	2	16:54	Hallway 1	1	24:30	Bedroom	1
06:49	Hallway 2	2	17:10	Bedroom	1	24:50	Bathroom	1
07:05	Kitchen	1	17:25	Living room	1	25:08	Hallway 2	1
07:17	Bedroom	2	17:35	Hallway 2	2	John	Brent, Sussi	ex

CHUCK ROCK MEGA-CD

• • • • • • • • • • •

LEVEL CODES



EXTENDED CONTINUES ● EXTRA LIVES

MEGA DRIVE

STREETS OF RAGE II

Having trouble on this beast of a beat-'em-up? No problem! Plug in both joypads, but play in one player mode. Carry on playing until you're about to die and then press start on joypad two. You'll now be able to carry on playing for a least another three lives! Incidentally, this sort of tip usually works on most two-player games so give it a try! To find a couple of hidden lives follow these instructions sent in by "a devoted reader". On level one kick the first dustbin in to reveal an extra life. The next can be found on the third stage of level two. Jump out of the lorry and then go to the top left hand corner of the screen. Now press punch and an extra life will be yours!

CRUE BALL MEGA DRIVE EXTRA POINTS • EXTRA LIVES

To break the points record, play until you reach level four. Wait for the killer clown to appear and hold the left or right flipper and use the opposite flipper in the middle screen to propel the ball upwards. The ball will keep falling onto the hexagonal block and the killer clown will keep splitting. This can be done as many times as desired, although it may become very



ALIEN 3 MASTER SYSTEM

INFINITE LIVES

Alien 3 is a tough game at the best of times - which is why it's always handy to have an infinite lives cheat! Play a two-player game and make sure both players obtain a high score (not as difficult as it sounds). When both players' games are over, a screen should appear requesting that the players enter their name. Enter the name ALIEN and when you go back to play the game, you will be invincible!

Sean Finnigan, N. Ireland







MEGA DRIVE Y MEGA DRIVE Y ME

RINGSIDE ANGEL

IMPORT

The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited, 60% RINGS OF POWER

ELECTRONIC ARTS

Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS

ELECTRONIC ARTS

Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72% ROAD BLASTERS

IMPORT Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ELECTRONIC ARTS the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 90%

ELECTRONIC ARTS ELECTRONIC ARTS 239.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should keep everyone happy. 92% ROLLING THUNDER 2

Be prepared for encounters with hoods brandashing sub-machine guns, panthers and 18-wheel juggernauts. Jap machines only. 89%

Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD

MPORT
An adventure with the little man with a sword routine. The background graphics are impressive, but is overshadowed by bad animation. 64% SD VALIS
IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35% SHADOW BLASTERS

SHADOW BLASTERS
IMPORT
This is a beat-'em-up which falls to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. 46%
SHADOW DANCER

239.99

SEGA £39.99

The addition of a dog to do your dirty work and help you out of awkward situations adds a welcome element to an attractive beat-'em-up. 83%

SHADOW OF THE BEAST

544.99

SHADOW OF THE BEAST ELECTRONIC ARTS £44.99 Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 58% SHADOW OF THE BEAST II

SHADOW OF THE BEAST II
ELECTRONIC ARTS £39.99
The long awaited follow up to the original beastly adventure. Teasing puzzles combined with atmospheric music and mystical graphics. 78%
SHINING IN THE DARKNESS
SECA. 644.99

SHIMING IN THE BEACH.

SEGA C44,99
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Challenging and smart-looking. 88%

SHINING FORCE

IMPORT
The best RPG ever to be released on the Mega Drive. Fantastic graphics combined with brain-teasingly difficult puzzles. Even the combat scenes are fun to play. It's due to be releas officially and is fully re-reviewed in the issue. 92% Shinobi III

Use mystical powers to conquer over the strength of darkness. Tremendous platform adventure with loads of pickups and plenty of ninja magic. 89% SHOVE IT

IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%
SIDE POCKET

£34.99 Reasonably uneventful pool simulation with a few sexy women. The tables are dull, but a few trick games and extra options liven the proceedings. 64% SLIME WORLD

Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

SOKOBHAN

IMPORT

Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. 59%

SOLFEACE

MPORT
A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-em-up. 56% SONIC THE HEDGEHOG

Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed, but it has to be

completed, but it has to be experienced. 90%

SONIC THE HEDGEHOG 2

SEGA

The best game of 1992. Sonic 2 delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SPACE HARRIER 11

C34 99

SFACE HARRISE SEGA £34.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the croads 62%

arcade. 62%
SPACE INVADERS '90

IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II

YRGIN 239.99
Techno-rugby for the insane. Pitch and players are both graphically superby, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or computer, but play it! 92%
SPIDER-MAN

SFIGA £39.99
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%
SPLATTERHOUSE 2

NAMCO £39,95
Chainsaw machismo at its fiercest.
Eight stages of blood-thirsty and totally
tasteless graphics, combined with
equally sadistic music. 89%

SPORTS TALK BASEBALL

SFOR'S TALK BASEBALL SEGA 239.95 A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 84% STAR CRUISER

IMPORT

IMPORT
Very impressive, but completely
unplayable due to Japanese text. Try it
out if you must, but interest could soon
wane because of end of level
sequences. 35%
STARFIGHT

ELECTRONIC ARTS Deep space mining is the name of this game. Plenty of combat but also plenty of strategy. Beware of repetition, though. 82%

STEEL EMPIRE

ACCLAIM £39.95 A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 60% STEEL TALONS

The MD hasn't been utilised to its full potential and fails to impress as much as the arcade game. Chopper combat at a lower level. 62% STORMLORD

IMPORT

IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 77%

STREET SMART

This beat-'em-up's gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go. 70% STREETS OF RAGE

This was widely accepted as the most gruesome beat-'em-up when first released, but it penultimately lacks challenge. Moves are wide-ranging and the sound effects and tunes awesome, but it could all be over on

the first go. 90%
STREETS OF RAGE II SEGA 244.99
An absolutely fantastic *em-tilithey-bleed offering. The massive
16Mbit cart has been used to its full
potential. Teamplay and versus modes
make the overall game something to
relish. 96%
STRIDER*
SEGA

SIGA 244.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%
SUMSET RIDERS
KONAMI

629.99
Authentic courboy and indice action is

KONAMI £39.99
Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 87%
SUPERMAN VIRGIN

VIRGIN
139.99
Fiddley controls make this hard to play and its high difficulty pushes frustration levels to the limit. A bit of a disappointment all round. 62%
SUPER AIRWOLF
IMPORT
Also known as Crosslire, this shoot'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 73%

lacks variation. 73%
SUPER BATTLETANK
IMPORT

IMPORT
This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE
SEGA
Small sprites with extras including
power-ups and big guardians. Corking
good fun for a few hours, but after that
your eyes may become weary, 71%
SUPER HANG-ON

SUPER HANG-UN SEGA 234.99 Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The led of racing is perfectly captured. 82% SUPER HIGH IMPACT IMPORT

IMPORT
A total of 18 teams should give American football fans something to find of interest. Good animation, but a lack of challenge due to the omission of a league, 73%
SUPER HQ

It's been over four years since Chase HQ was in the arcades and Super HQ certainly reminds you of this fact and offers very little. 52% SUPER HYDLIDE

Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few places. Very boring. 49% SUPER KICK OFF

£39.99 May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 83%
SUPER LEAGUE BASEBALL

Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled. One of the decent attempts at the sport. 82% SUPER MILITARY

This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%
SUPER MONACO GP

Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%
SUPER MONACO GRAND PRIX II

An absolutely rubbish racing simulator.
Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41% SUPER OFF ROAD

BALLISTIC £29.99
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%.

SUPER REAL BASKETBALL

SECA. £34.99

SEGA 234.99
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%
SUPER SMASH TV
ACCLAM £29.99
Highly acclaimed arcade game that is very fough, but successful controls and a sprite filled screen make it a

awesome. 85%
SUPER THUNDER BLADE

awesome. 85%
SUPER THUNDER BLADE
SEGA
A shoot-'em-up that's claim to fame is
the two views (from behind the
chopper and from above). All it does is
confuse the gameplay. 73%
SUPER VOLLEYBAIL
MPORT
Taking a side-on view and scrolling the
court across the screen, this is a very
innovative interpretation, but you have
to play the sport to enjoy it. 84%
SUPER WRESTLEMANIA
FIVING EDGE
Addictive two-player action in the
ultimate WWF simulation. Wickedly
detailed sprites and a barrel-full of
special effects. 84%
SWORD OF SODAN
ELECTRONIC ARTS
Unbearably sluggish gameplay is a
pity because the massive sprites that
cause it are excellent. It's very difficult
to get into and harder to like. 33%
SWORD OF VERMILION
SEGA
E49.99

If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81% AILSPIN

SAISPIN
SEGMA £39,99
SA 239,99
SA completely boring platform game with the nice addition of a shoot-emup section. This doesn't improve the situation enough to make it fun. 61% TASK FORCE HARRIER EX IMPORT
MAYORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 65%

TATSUJIN
IMPORT
Average verically scrolling shoot-'emup with basic control and pretty
graphics, although now dated, Just
another Japanese release, 46%
TAZ MANIA

\$39.95

TAZ MANIA
SEGA
Ambient backdrops and a totally
tasteful main character. A real
adventure into the Taz Manian
wilderness which should keep you
compelled for months. 90%
TEAM USA BASKETBALL
ELECTRONIC ARTS
Excellent graphics make this
simulation appear authentic, but closer
inspection reveals abysmal animation
and undesirable sound effects. 70%
TECHNOCOP

TECHNOCOP
IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%
TECMO WORLD CUP '92

IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 70%
TEENAGE MUTANT NINJA TURTLES

KONAMI £39.99
A superb beat-'em-up in the SOR style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 86% TEL TEL BASEBALL

Everything is controlled by menus. there's an option to play over modern and because the play-offs tend to go on a bit, there's battery back-up. 60% THE TERMINATOR

This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME

ARENA A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92% TEST DRIVE 2: THE DUEL

BALLISTIC £34.99
This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86% THUNDER FORCE II

Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some

Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89% THUNDER FORCE IV

The latest offering in the Thunderforce adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92% THUNDERFOX

It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%
THUNDER PRO WRESTLING

IMPORI
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%
TIGER HELI

Previously exciting helicopter game. Unfortunately, this has seriously dated and can no longer be recommended to young or old. 28%



TINY TOON ADVENTURES £39.99 A wonderful adventure that bo

a lot of elements from the Warner Bros. cartoons. Fast, furious and completely mad! 90%

TOEJAM & EARL

SEGA £34.99
Destined to become a cult classic.
Cartoon-style graphics and some of the best sampled sound you will ever hear. Can get tedious, though. 88% TOK!

Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

IMPORT TORA! TORA!

IMPORT also known as Fire Shark, this is an extremely average shoot-'em-up which has very little to offer to those looking for something a bit different. 75%

IMPORT

TOXIC CRUSADERS
IMPORT
Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxic and help him in this dire scrolling arcade adventure. 38%
TRAMPOLINE TERROR

IMPORT
Despite the title, this has nothing to do
with trampolines and there's even less
terror involved. Speccy games are
better than this. 20%
TRAYSIA

TRATSIA
IMPORT
An American RPG that offers very
little. Unacceptable graphics and
lacking gameplay Leave itl 17%
TROUBLE SHOOTER

TROUBLE SHUGLER
IMPORT
Forgotten Worlds updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%
TRUXTON

£34,99

TRUXIUM SECA £34.99 Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun, 84% TURBO OUT RUN £39.99

SECA 239.99
The first Out Run was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%
TURKICAN

BALLISTIC A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-

'em-up. 86% TWIN COBRA

SEGA 23.499
Control your helicopter through dreary battle zones in this basic scrolling shoot-em-up that has nothing special to offer the MD player. 50%
TWIN HAWK Another average shoot-'em-up that is

criminally easy to complete. Usual fun initially, but it doesn't last. 59%
TWINKLE TALE

IMPORT
A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging, 83%.
TWO CRUDE DUDES
SEGA. £34.99

The eponymous stars are excellent muscle men who relish the thought of going on the rampage - and so will you! This is tough. 89%

ULTIMATE TIGER

Control one of the most heavilyarmoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy.

IMPORT
This certainly plays like the classic board game, Othelio. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. 55%
UNDEADLINE

You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega powerups and zombie level guardians keep everything alive. 85%
UNIVERSAL SOLDIER

ACCOLADE £39.99
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 89%

IMPURI
The original hack-'em-till-they-die arcade adventure. Due to the release of Valis III, it's not worth bothering with this cart any more. It you must, dig it out for a laugh. 65% VALIS III
IMPORT
Looks great but ie incredible below the second to th

Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a monotonous arcade adventure. 78%
VAPOR TRAIL

IMPORT
The lack of difficulty pulls the rating down. While fun to play, with some breath-takingly fast gameplay, you soon find nothing challenging in the game. 57%
VARIS 5D
IMPORT

IMPORT
This cute platform game leaves much
to the imagination. Reasonable
graphics, but nothing much else to
offer the cutesy platform seeking
gamesplayer. 58%

REE READERS' ADS

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DRIVE Y MEGA DRI

VERYTEX

IMPORT

This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 80%

WANI WANI WORLD

IMPORT

IMPORT
The graphics make you wonder if it
wasn't designed under the influence of
a hallucinogenic substance. Two-player
mode is addictive, but only mildly
challenging, 85%
WARDARE

IMPORT

MAPORI A boring platform game which has nothing to offer and purchasing it may prove to be a complete waste of your money. 25% WARDNER SPECIAL

IMPORT

The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail 1894. detail. 48% WARSONG

IMPORT You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%
WHEEL OF FORTUNE

IMPORT

If Iuxurious apartments and
condominiums are your desire, don't
waste your money on this. Absolute
rubbish with 4500 uninteresting
questions 43%
WHERE IN THE WORLD
IS CARMEN SANDIEGO?
ELECTRONIC ARTS
An unsuccessful return of the highly
acclaimed edutainment game. The
upper-class villains are too easy to
capture, so it's boring for the
experienced adventurer. Kids won't be
fooled, 59%

coled, 59% WHERE IN TIME IS CARMEN SANDIEGO? ELECTRONIC ARTS You must, yet again, get on the trail of Carmen and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing, 80%

WHIP RUSS SEGA £34.YY The backgrounds in this shoot-'em-up are superb and scroll along at pixel-bluring speed. It's very, very playable and attractive too. 85% WINTER CHALLENGE

WINTER CHALLENGE
BALIISTIC £39.99
Eight different events make up this snow-laden epic, but it falls to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 78%
WONDER BOY III

SEGA £34.99

The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only. 79%

wonder BOY IV

SEGA £39.99
More fun than the original, or any other for that matter, but it's still too tedious to be considered an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cutt figure he so badly wants to be. 82%
WONDER BOYV

SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 75%

WORLD CLASS LEADERBOARD

VS GOID
239,99
Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, PGA Tour Cell 1796.

Tour Golf. 77%
WORLD CUP ITALIA 90

£29.99 SEGA 229.99
This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it. 80%
WORLD OF ILLUSION

£39.99

SEGA 29.99
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 3996
WRESTLE WAR

SEGA £34.99

Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

XDR IMPORT

A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as *X-Dazzldy-Ray*. 54%



£34.99 A conversion of the X-Men arcade machine would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

XENON II

VIRGIN £39.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. 86%

Y's 3: WANDERERS FROM Y'S

IMPORT An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

ZANY GOLF

Normal golf is a strange enough game, but this is out of this world. A great party game and a very polished product. 86%
ZERO WING

SEGA 239.95
Horizontal shooter which is flawed by its small graphics and ease. Looks like R-Type, but won't give any of that game's lans any problems. 77% 200M

SEGA £29.99
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. 48%

You won't find a more comprehensive and accurate Sega guide anywhere. Why? Because when it comes to games, the Pros know where

Tune in next month for more

SECRET

GAME GEAR

OPTIONS SCREEN

To obtain a secret options screen, simply wait until the title screen appears, then press button one and start.

Graham Weber, Kent

TAZ-MANI **GAME GEAR**

EXTRA LIVES

If you're proficient at the first tricky level, then you could try out this cheat. Spin all the way to the opening, but don't jump down it. If you're far ahead of the bomb, walk back and you should see a heart. Take note, this cheat only works if you walk to the very edge.



There's also an extra life on the ice level. When you reach the level guardian, wait until he is little and squash him. This will give you an extra life!

lain Gillies, Cheshire,

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JAMES BOND - THE

MASTER SYSTEM

LEVEL SELECT

To enable this cheat you either need to swap the joypad about or use two. Using joypad two, hold diagonal left and both buttons. Now using joypad

one, press button 1. Hey presto! A level select!

OUTLANDER MEGA DRIVE PASSWORDS

To get to any of the four stages, enter these

evel one FYBY1QZFQ240Q0 Level two 89D020JCYY8CZ8 Level three P69H0SK7YCKCX evel four TZZY2159Q9YK80

Andrew Speck, Notts



CHAKAN: THE FOREVER MAN **MEGA DRIVE**

MAGIC SPELLS

Different combinations of potions perform certain magic spells. Below are all the possible combinations of potions and their uses!

One blue, one green Two blues

One green, one red One red, one clear Two clears

Two reds

One blue, one clear Two green One blue, one red One red, one clear

Slows down enemies Chakan becomes invisible Fire bombs Cold fire sword

Restores energy Fire sword Super jumping boots

Air sword Earth sword

Acts as a restart point



DRIVE CHARTS I MEGA DRIVE CHARTS I MEGA DRIVE CHARTS I MEGA

OUR PRICE GAME ZONE) Lemmings 2 **European Club Soccer**

Don't forget you can send in your own charts to:

Readers Charts, SegaPro, Durham House, 124 Old Christchurch Road

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Sonic the Hedgehog 2 **PGA Tour Golf 2** Road Rash II NHLPA Hockey '93

4

Streets Of Rage 2

John Madden '93 World of Illusion Powermonger



GAMES

Streets Of Rage 2 Road Rash II

Lemmings

3

Sonic the Hedgehog 2 **European Club Soccer**

Desert Strike

World of Illusion 8 NHLPA Hockey '93 WWF Wrestlemania

John Madden '93



PGA Tour Golf II Mega-lo-Mania

2 3 **Rolling Thunder 2**

4 Streets of Rage 2 5 Sonic the Hedgehog 2

6 Ecco the Dolphin

Strider

8 Side Pocket 9

NHLPA Hockey '93 10 World of Illusion



Desert Strike EA/NHLPA Hockey Quackshot

tle Of Illusion

Cool Spot 72: The Arcade Game John Madden's Football '92/'93

Sous
Shining Force
Maga lo Mania
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Revenue of

Lemmings Revenge Of Shinobi Micro Machines Global Gladiators Sonic The Hedgehog

Streets Of Rage James Pond II Taz-Mania Corporation Road Rash

Road Rash
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PGA Tour Golf

Okay, you've played the game, you've finished the levels, you've found all the objects and you've scored all the points. Now it's your chance to become a part of SEGAPRO. We know our readers are the best in the land and just to prove it, here's your chance to become immortalised in the pages of SEGAPRO. The first thing to do is be like the Pros and play a game until some ridiculous hour in the morning, racking up a ridiculously high score. Now fill in the form below giving all the details we ask for (if we didn't want 'em we wouldn't ask for 'em). Now take a photo of yourself (or get somene else to take it), preferably as wacky as possible. Be warned, any boring pictures will be doctored for our own pleasure! Get some proof of your score, either a friend's signature or a photo of the screen. Now send the whole lot to ProScores, SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.



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NASTER SYSTEM SONIC THE HEDGEHOG 2

JAMES BOND THE DUEL MONSTER WORLD

SHINOBI II STREETS OF RAGE CHAKAN



ACE OF ACES

SEGA 232.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics, but in-game graphics are pretty dreadful. 55%
ACTION FIGHTER

£12.99 SEGA 22.99 Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content, though. 51% AERIAL ASSAULT

£29.99 Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated, 69% AFTER BURNER

SEGA £29.99
Speed and frenetic action of the simple arcade machine still here. It contains all the coin-op features, even the flying flip which will send you well dizzy 85%.

ALEX KIDD IN HI-TECH WORLD SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the

beginning when you die. 54%
ALEX KIDD IN MIRACLE WORLD SEGA SEGA £24.99
This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and

uses many of the same popular and successful elements. Essential Sega software. 90%
ALEX KIDD IN SHINOBI WORLD SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for

ages. Only one player, though. 85% ALEX KIDD AND THE LOST STARS SEGA £29.99 Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. 79% ALF

IONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with it! 16% TONKA

ACCLAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90% ALIEN STORM

SEGA £29.99
Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of Golden Axe in the 21st century. Recommended. 87%
ALIEN SYNDROME

*C29.99

SEGA £29.99
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. 85%
ATTERED BEAST

SEGA 229.99
Appalling conversion of a popular coin-op. It's a beat-'em-up, but is severely flawed due to the flickery sprites and jerky scrolling, 50%
AMERICAN BASEBAL

SEGA 229.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. 83%

AMERICAN PRO FOOTBALL

SEGA 229.99

SEGA 229.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%
ARCH RIVALS

FYING EDGE £32.99

Basketball with attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode. 83%

mode. 83%
ARCADE SMASH HITS VIRGIN

29.99
Centipede, Break-Out and Missile
Command all in one cartridge. All the
games are fairly basic in content, but
the addictiveness and playability
shines through. 82%
ASSAULT CITY

SEGA A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

£20.00 SEGA 229,99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. 94% ASTRO WARRIOR

SEGA £29.99
Usual shoot-'em-up stuff and there's nothing here to make you think different. Pick up the power-ups, learn the attack strategy and Bob's your uncle 67%

uncle. 67%
AZTEC ADVENTURE

SEGA £12.99
Could have been a fun accade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. 70%

Insufferable. 70%

BACK TO THE FUTURE II
MAGE WORKS

234.99

Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. 24%

BACK TO THE FUTURE
FLYING EDGE

234.99

Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC

SEGA

£17.99

SEGA 17.99 if you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments, 71%.

FIVING EDGE £32.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

playability. 93%
BASKETBALL NIGHTMARE

SEGA 229.99
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%
BATMAN RETURNS

SEGA Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence.

BATTLE OUT RUN

SEGA 229.99
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%
BLACK BELT

SEGA SEGA £24.99
A criminally easy beat-'em-up.
Incredibly poor graphics with
backdrops containing little more than a
wall and some sky. Unexciting and
repetitive. 41%
BLADE EAGLE 3-D

SEGA SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels, but punishes on the last. 77%

BOMBER RAID

£29.99 SEGA Testing as you try to take out both air and ground targets. Not difficult mentally, but certainly tests patience and quickly becomes exceedingly boring, 33%

SEGA Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the loot on ten frantic

stages. 90%
BUBBLE BOBBLE Although an ancient piece of software it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

CALIFORNIA GAMES

SEGA £29.99
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%
CAPTAIN SILVER

SEGA Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

SEGA £29.99
This should help solve your addiction to one arm bandits in five minutes. After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good, 44% CASTLE OF ILLUSION

SEGA £29.99 Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make

animation and sprite definition make this an all-time classic. 94% CHAMPIONS OF EUROPE TECMAGIK 234.99 Early versions of this game were plaqued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay 92% CHASE 100 CERCA 2000 CERCA 2000

SEGA £29.99
What Battle Out Run was trying to be, but this isn't much better. It takes ages

to reach the druggies' car and if you mess up it takes ages to relocate them again. 72% <code>CHOPLIFTER</code>

SEGA £24.99
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85 %

time. 85%

A hilariousNeanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84% CLOUD MASTER SECA VIRGIN £29.99 A hilariousNeanderthal platfo

SEGA 229.99
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five styward levels. 50%
COLUMNS
SEGA 224.99

SEGA 224,99
Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%

CYBER SHINDBI

SEGA £29.99
The Shinobi series nevr seems to stop and although different, this contains similar elements seen in the others. Garmeplay lacks content and its fairly easy, 55%
CYBOTE HUNTER

SEGA £24.99
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

DANAN: THE JUNGLE FIGHTER

SEGA £29.99 Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72% DEAD ANGLE

SEGA £29.99
A simple Op Wolf clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51% SEGA

£29.99

SEGA £29,99
Blurred graphics, jerky animation and is totally unplayable. One of the worst film tie-ins ever. 21%
DOUBLE DRAGON

This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70% SEGA £29.99
Two fighters must blast all who stand

in their way, picking up all the available power-ups. Great two-player action power-ups. Great two-player action makes this a decent, albeit easy, bragon Crystal

SEGA 229.99
This seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE

SEGA £229.99 If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

SEGA 229.99
A cute and colourful arcade beat-emup that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

ENDURO RACER

SEGA £9.99

Nothing like the arcade as you view your bike from above and race over an obstacle course. Plays surprisingly well, but there's a serious lack of a two-player mode. 68%

SEGA £29.99
A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch. Enjoyable and challenging. 71%

F-16 FIGHTER

SEGA £17.99
Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63% FARTASY ZONE

FANTASY ZONE

\$12.99
For such a paltry asking price how can you ignore this ground-breaking shoot-fem-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! A piece of history that can't be ignored.

\$24.99

SEGA £24.99 More of the same abuse of the MS

colour palette. Eight more levels that are just as tough and challenging as the original 90% the original, 90% FANTASY ZONE 3

FIRE AND FORGET II

TITUS
Sod the storyline, let's just stick a gun
on the car and see how it goes. Well it
doesn't go too bad, actually. The best
attempt at a car chaser yet. 84%
THE FLINTSTONES

GRANDSLAM
The quality of programming is evident, except everything is very simple to execute and soon bores you. For the young and inexperienced only, 70%
FORGOTTEN WORLDS

£29.99 SEGA £ an abundance of shoot-'em-ups available, they have to be good to sell. This is far too easy and the controls are useless. Try anything else. 32%

GAIN GROUND

SEGA £29. You and a friend have to choose £29.99 You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay and very addictive, 82% CALAXY FORCE

SEGA

SEGA £29,99
This coin-op game is excellent fun.
Some hideous enemy sprites, but it
only makes you more determined to
blow them to bits. A great shoot-'emup conversion. 86%
GANGSTER TOWN

SEGA £24.99
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun, but like most gun games, becomes boring. 65%

SEGA 229.99
Atan's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%
GEORGE FOREMAN'S KO BOXING

ACCIAIM £29.99

Boxing simulation, also known as Heavyweight Champ, that offers different fighters. The gameplay is okay, but there's nothing new or original £0%.

original, 69% GHOSTBUSTERS

SEGA £22.9.99 Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50% CHOST HOUSE

SEGA Some things in life were never meant

to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45% GHOULS 'A' CHOSTS A great medieval romp through the undergrowth and onto gigantic guardians. It may not have all the special effects, but it plays like a

SEGA £12.99
A freak accident has caused missiles from all over the world to zoom off into



GLOBAL GLADIATORS VIRGIN £32.99
It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 63% GOLDEN AXE SECA

SEGA
A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85% GOLDEN AXE WARRIOR

SEGA £32.99
Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67% GOLFAMANIA

For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82%

TEM V MASTER SYSTEM V MAS

GOLVELLIUS

£29.99

The evil Golvellius has dispatched seven of his top demons to prevent seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77% GREAT BASEBALL

Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. For sports

fans only. 75%
GREAT BASKETBALL

SEGA £224.99
Die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge, but the computer oppos are easy. 78%
GREAT FOOTBALL

There is no reason to buy this game with the likes of Joe Montana Football

already out. This is a crinkly attempt that doesn't contain any credible atmosphere. 60% GREAT GOLF

There is no reason to buy this game with the likes of Leaderboard already out. This is a crinkly attempt that

doesn't contain any atmosphere. 63% GREAT ICE HOCKEY SEGA £29.99
Ice hockey simulation that, in its day proved to be quite a success. Unfortunately, it needs the Sega

Sports Pad controller to play. 50% GREAT VOLLEYBALL

SEGA 224.99
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

MANG-ON

SEGA 29.99
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant, but excellent value for those on a budget. 78%

those on a budget. 78% HEAVYWEIGHT CHAMP Heavyweight champ SEGA 224.99 Also known as George Foreman's KO Boxing, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69% HEROES OF THE LANCE US GOLD 234.99

HEROES OF THE LANCE US GOLD £34.99
This is very slow and monotonous. Plenty of characters to play with, but even with the combat scenes boring, there's not much hope. 68%

MPOSSIBLE MISSION £29.99 US GOLD £29.99

An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay, 90%

gameplay. 90%
INDIANA JONES 3

VS GOLD £34.99
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%

AMES BOND

DOMARK 532.99

Normany sultry temperses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%
JOE MONTANA FOOTBALL

£29.99

SEGA If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 78% view works well. 78'
JUNGLE FIGHTER

SECA £29,99
Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58%

ENSEIDEN

While there's no doubting the size of Kenseiden, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up. 64% TENGEN £29.99

£29,99

Desn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73% KUNG FU KID

£24.99 You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

ASER GHOST

SEGA £29.99
One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%

LEMMINGS

£27.99 Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. 89%

LAND OF ILLUSION

SEGA £29,99

A brilliant sequel to Castle of Ilusion. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 92%

LINE OF FIRE

£29.99

Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but enjoyable entertainment. 82%

LORD OF THE SWORD

SECA.

£29.99

SEGA 29.99
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%
THE LUCKY DIME CAPER

£24.99 SEGA \$24.99

Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94%

Value, 94%
VIRGIN
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though 85%
MARKSMAN SHOOTING
EGGA.

SEGA £29.99
One of a limited amount of software released for the Light Phaser. Simple and fun to play, but *Safari Hunt* is far better. 43%



MASTER OF DARKNESS

SEGA £29.99
As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platform game that should keep fans happy for quite a while. 80%

629 99

MAZE HUNTER 3-D

SEGA £19.99

Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Culte big, but pretty easy. 72%

MERCS.

SEGA £32.99
This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gampalay is fur. 72%. gameplay is fun. 73%
MIRACLE WARRIORS

MIRACLE WARNORS
SEGA
SEGA
STORMAN
STOR

SECA £29.99
Poor value for money, You could buy the Monopoly Deluxe table-top for less and it would still be more fun. It's accurate, but what's the point? 79% #100NWALKER

SEGA £29.99
Luckily, the game is much better than the film, with attractive graphics and decent sound. 85%
MS PACMAN
TENCEN

MS PALMAN
TENGEN
229.99
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit he mark. Two-player is fun, but all too dated and it shows. 72%

SEGA
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. If you're the school bully type, you'll love it. 64%

NEW ZEALAND STORY

TECMAGK

1's fantastic! Excellent graphics, 12
tunes to keep your ear-drums satisfied
and all the platform madness you
could wish for, but it's very hard. 88%
THE NIMJA

5EGA 259.99

For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics, though. 75%

NINA GAIDEN

One of the best beat-'em-ups Compelling gameplay and good animation make this a ninja classic. Spot-on difficulty level makes it ideal for young or old. 90%

CLYMPIC GOLD

US GOID \$234.99 Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80% OPERATION WOLF

TAITO 229.99
The old Phaser gun should have come into its own, but the light detection isn't too hot. Neat backdrops, although the flickery scrolling is annoying. 73%
OUT RUN

There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available at the same

Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%
OUT RUN EUROPA

This European interpretation of Out Run comprises more vehicles and a longer route. It also tags on a more plausible storyline. Refreshingly good racing fun. 90%

PAC-MANIA TECMAGIK

An excellent interpretation, but £35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%

PAPERBOY

TENGEN

TENGEN £29,99
Emulates the brilliant coin-op, but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills well into the morning run. 81%
PARIOUR GAMES

PARTUR STATES OF THE STATES OF designed, 50%
PENGUIN LAND

PENGUIN LAND
SEGA 529.99
The penguins are particularly welldrawn, but the backgrounds very
simply constructed. Controlling the
penguin is great fun and there's a nice
feel to the game. 77%
PHANTASY STAR
639.99

PHANTASY STAR

SEGA

£39.99
It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over. 94%

PIT-FIGHTER

DOMARK

£29.99

DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying, 75% POPULOUS

POPULOUS
TECMAGIK

£34.99
A game that you'll either love or hate.
This is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender. 88%
POSEIDON WARS 3-D

£19.99 SEGA
Worth a look if you have the glasses.
You have to clear waters teaming with enemy boats etc. Very simple stuff and not worth bothering about really. 34%
POWER STRIKE

£24.99 An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 89%
PRO WRESTLING

SEGA £24.99
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56% PREDATOR 2

£32.99 Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%
PRINCE OF PERSIA

Packed with 14 massive levels and

SONIC THE HEDGEHOG 2

MEGA DRIVE

OBJECT PLACING CODE

SPLIT SCREEN CHEAT Just when you thought the hype was over - he's back! Yes,

there are even more codes. This one allows you to change Sonic into other objects and lets you place items all over

each level! Enter the level select from the soundtest screen (19, 65, 07, 19). Return to the sound test screen and enter 01, 09, 09, 02, 01, 01, 02, 04 (the release date for Sonic 2!) and hold A and Start until the game begins. Now press B to change Sonic into a ring or press A to turn him into other objects. If you decide to change into a TV, beware!

This also acts as an end-of-level marker and hitting anything will take you to the end of the level. To play a two-player game without having to use a split-screen, follow these instructions. Go to the options screen and select Sonic and Tails in one player mode. Now start the game and plug in a second joypad. You'll now find that you can control both sprites! Alan Bennett, N Ireland

ECCO THE DOLPHIN

MEGA DRIVE

LEVEL SELECT

Yet another way to choose a level! This time go to the password screen and enter PLEASE followed by any of these letters.

EE Ice Zone FF **Island Zone** GG **Pterandon Pond** HH City of Forever **Under Caves** KK **Deep City** 00 **Last Fight** CO Origin Beach UU Marble Sea WW Open Ocean Ridge Water

Welcome To The Machine is the last level of the game, but there's also another code that is only given if it is completed. Here it is! TSONI MILLI



* POWERMONGER

MEGA DRIVE

LEVEL PASSWORDS



Powermonger isn't exactly the easiest game in the world, but we now have level codes for different stages in the game!

HOXTAG HNLTFXQ 53SLE6PMLQ 5SUCHYT2G KOAPHYTJZPO KHAJKHO6ZCI K4LAJKOH62G LJLAPHYTJWUUQ 44LUCHYTJW7TDY 4JLPLE6A7EIABI LSPLE6A7EIDP 42AJKOH6GOWQ5GQ

10

12

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13 ZSEKOH6GOWQJE4BQ ZHFP7X4I7GGOWFSG Z2PLE6A7EII7GZQFA2G 15 Z2AJKOH6GOWQJEXSTVI 17 Z2APHYTJW77EIAG44PVQ Z2UCHYTJW77EIAHY4PHUPG

19 EPKOH6GOWQJEB4PHYTFQQQQ 7KLI5E3QJEW7T36LELPNOQQQ 20 TJPKOH6GOWQJEB4PHYTF7GLQQQ TSTP7X4I7GGOWDATI5EZJIPHYQQ

UTP7X4I7GOWDATI5EZJIPHYQQ T4PKOH6GOWQJEB4PHYTF7GLEGQQ 72PL F6A7FII7GZT, IKOHA37TI2O7Q

72AJKOH6GOWQJEB4PHYTF7GLRL7BQ TTDPHYTJW77EIAJ3P7XLBJEKDK5KXQ

Don't forget - we need your cheats! What we don't need however is more level selects for Sonic 2! Each and every morning we gleefully await opening the sackfuls of tips we receive, only to find that most of them are the Sonic 2 level select. What a bummer.



Updated every Friday, the ProLine gives the latest tips on Mega Drive, Mega-CD, Master System and Game Gear.

(calls are charged at 36p/minute cheap rate and 48p/minute at all other times. Please get permission from the person paying the phone bill before calling.)

MASTER SYSTEM V MASTER SYST

amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely

addictive. 94%
PSYCHIC WORLD

Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. 48% PSYCHO FOX

SEGA £29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good as an alternative to Sonic. 88%
PUTT 'N PUTTER GOLF

\$29.99

SEGA

£32.99 A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects 86%

QUARTET SEGA

£24.99

Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. 25%



Alighiy cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but doesn't quite come up to scratch as it's too easy. 79%

RAMBO III

SEGA £29.99 Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction only lasts for weeks. 77% RAMPAGE

SEGA them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. 85% RAMPART

TENGEN £29.99 A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decima your enemy! 81% RASTAN SAGA

SEGA £29.99

Nac'n'slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. 88%
RC GRAND PRIX

Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega slap their name all over the hoardings? 59% RESCUE MISSION

Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner?

Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. 32%

ything knock Sonic

off the number one spot? If

you think so, then send your

version of the charts to us at

SegaPro now!

R-TYPE

R-TYPE
SECA

£29.99
This is arguably the greatest shoot'em-up to ever grace the MS. It is - bar
the odd graphic deficiency - a totally
accurate conversion of trem's smash
hit. Everything is great. Go for it - you
won't lose out 94%
RUNNING BATTLE

ECO. 20

£29.99 Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

SAFARI HUNT

£29.99 Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. 63%

SEGA £32.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But the game is far too easy for almost any player, 43%
SPECIAL CRIMINAL INVESTIGATION

SEGA £29.99
This Chase HQ sequel has poor graphics and dodgy controls. Full of action, but easy-peasy for anyone except real beginners. 54% SCRAMBLE SPIRITS

SEGA 229.99 Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better. 44% SECRET COMMAND

SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting

SEGA £34.99
Functional graphics and some poor

speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83% SHADOW DANCER

SEGA £32.99
Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog, 69%
SHADOW OF THE BEAST
£29.99

SHADOW OF THE BEAST TECMACIK 229.99
Despite the obvious limitations of the MS. Tecmagik have done the business on this version of Beast. Superb visuals, excellent mood music and even some improved gameplay make it hot propertyl 90%

SEGA
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85% SHINOB!

SEGA £29.99
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for most players, 79% most players. 79%
SHOOTING GALLERY

SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round, 70%
SHOOTING GAMES

SEGA £24.99
Hone your light gun skills with three varying types of game — marksman shooting, trap shooting and safari hunt. Excellent value. 72%

SLAP SHOT

SEGA 529.99
Like its MD counterpart, EA Hockey,
Slap Shot is easy to get into and has
all the added extras like brawling and
dodgy umpiring. Don't worry if you
don't like the real thing, this is pretty
manic. 76%

manic. 76% SONIC THE HEDGEHOG £29.99 Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling. 92%
SONIC THE HEDGEHOG 2

£32.99 SEGA \$32.99
A fantastic version of the most famous game in the world, but it's bugged. Sonic 2 is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. 95%

SPACE GUN

SEGA £29.99 SEGA £22.99
If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. 56%

SPACE HARRIER £29.99

There's no way of restarting or continuing on any of the 18 levels even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. 84% SPEEDBALL 2

£29.99 VIRGIN Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%
SPELLCASTER

SEGA £29.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and time and even to the land of the dead. 90% SPIDER-MAN

SEGA 229.99
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%
SPORTS PAD FOOTBALL

SEGA £29.99
Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim, but the control pad may prove impossible to find. 64%



STREETS OF RAGE SEGA

£29 99 This has been excellently con inis has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable.

SPY VS SPY

SEGA IT.99
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%
STRIDER

STRIDER
SEGA £29.99
The graphics and sound are about as expected, but the main character is very sluggish and poor, especially when jumping. Long-term appeal is dubious. 79%

STRIDER II

STRIBER II
US GOLD £29.99
Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%
SUBMARINE ATTACK

SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound R-Type . 68% SUMMER GAMES £29.99

SEGA £29.99
This is a real disappointment. T graphics are hopeless; the spri small and terribly animated and backgrounds contain no detail. 409
SUPER KICK OFF

US GOLD £29.99 All the features, bar the all-import playability. The action slows down with three or more players on-screen. 80% SUPER MONACO GP

£29.99 A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by filmsy backgrounds and unrealistic backgrounds and animation. 68% SUPER MONACO GP II

£34.99 SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at all costs. 21%
SUPER REAL BASKETBALL

SEGA Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85% SUPER SMASH TV

£29.99 ACCLAIM
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's too hard, 65% SUPER SPACE INVADERS

COMARK

£32.99

Original waves and a sensational simultaneous two-player option set this above any clone, 82%

SUPER TENNIS

SEGA £9.99

This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA

SEGA 229.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%
TECHO WORLD CUP '93

£29.99 SEGA 229.99
Very different from the arcade hit, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and, as such, a poor release. 69%
TEDDY BOY
TEDDY BOY

SEGA EY.YY Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70% TENNIS ACE

SECA £29.99
Forget Super Tennis. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney, 83%
THE TERMINATOR
SEGA £34.99

Atthough only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough

as the man himself. 90% THUNDER BLADE

SEGA £29.99
There's a great game here just wait to burst out. However, even the decegraphics can't hide that it has sor dodgy collision detection and the large chortage its appeal 55.94 alone shortens its appeal. 65%
TIME SOLDIERS
SEC.A.

SEGA £29.99 The coin-op was based was a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. 36%

SEGA £29.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%
TRANSOT

SEGA £9
Oh dear! It has all the usual ele On dear! It has all the usual elements; shoot-em-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awfu, 26% TRAP SHOOTING

£29.99 SEGA 229,99
As the title suggests, this is a clay pigeon shooting sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. 45%
TRIVIAL PURSUIT

DOMARK \$29.99 This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoon presenter with potentially tough questions. 81%

ULTIMA IV

SEGA £39.99
If you like RPGs such as Phantasy
Star and SpellCaster, then you should
have this in your collection. It's vast,
challenging and it comes with a great
manual and map. 92% VIGILANTE

SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. 77%
WANTED

SEGA £24.99
Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place.

You might even enjoy it and the extra controls are welcomed! 78% WIMBLEDON SEGA 234.99
Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 90%
WONDER BOY

WONDER BUTSECA \$24.99
This still holds much appeal for many arcade adventurers. Sadly, everything — all the graphics, sound effects, etc.— are very dated now. 81%
WONDER BOY IN MONSTERLAND \$229.99

SEGA 29.99
The Boy's second outing continues the challenging gameplay, You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. 39%
WÖNDER BOY IN MONSTERWORLD SEGA 29.99

SEGA £29,99
An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you

thrown in for good measure. Can you do without this one? 90% WONDER BOY III: DRAGON'S TRAP SEGA 129.99 If you like the others, you'll go wild over the third outing which is the best

by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

£19.99 SEGA
This may be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. 47%
WORLD CLASS LEADER BOARD

US GOLD £29.99
A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability, 83%
WORLD CUP ITALIA 90 US GOLD £29.99

It's a lot easier to control the ball in this than Kick Off, but ultimately you feel more like you're playing a table-top pub game than the real thing. 77% WORLD GAMES

£24.99 SEGA 224.99
This old chestnut is definitely middleof-the-road software. None of the games are truly bad, but none stand out as worth much play, 65%
WORLD GRAND PRIX

SEGA £12.99
This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%
WORLD SOCCER

SEGA £24,99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball, 63%

XENON II

YIRGIN £29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. 85% Y'S: THE VANISHED OMENS

**SEGA \$32.99
An excellent RPG, but doesn't have the playability of **Ultima, Phantasy Star and SpellCaster. Even so, it's a real puzzler. 84%

ZAXXON 3-D

SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the unrecognisable. 42% ZILLION

The Norsa forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. 67%

SEGA \$24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. 67%

That's about it for the MS, this month. Listed above are most of the games that you'll find in the shops. Shop around and good luck!



Sonic The Hedgehog 2 Asterix The Lucky Dime Caper

Prince Of Persia Castle Of Illusion

Phantasy Star Bart vs The Space Mutants Wonderboy III: Dragon's Trap

Champions Of Europe Ultima IV Sonic The Hedgehog

Fantasy Zone Ninja Gaiden Alex Kidd in Mirade World

Outron Europa

Streets Of Rage Wonderboy in Monster World SpellCaster Rescue Mission

The Terminator Impossible Mission Wimbledon

Alien 3 Shadow Of the Beast Ghouls'n'Ghosts Fantasy Zone 2 Bongaza Bros



GAMEZONE Sonic the Hedgehog 2 2 Lemmings 3 Prince of Persia

4 Predator 2 5

Taz-Mania Terminator Ninja Gaiden

6

8

Super Kick Off The Simpsons

Taz-Mania 4 Predator 2 WC Leaderboard 6 Super Kick Off

Lemmings

GAMES

Sonic the Hedgehog 2

Prince of Persia 8 Tom and Jerry

2

3

Ninja Gaiden 10 Heavyweight Champ

Sonic the Hedgehog 2 2 Taz-Mania 3 Lemmings 4 Ninja 5 Transbot 6 Speedball 2 7 G-Loc 8

1

Action Fighter 0 After Burner 10 Predator 2

Super Monaco GP



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BACK ISSUES



Issue 5 £2.50

First ever Mega-CD reviews of Earnest Evans, Heavy Nova and Sol-Feace. Also reviewed are Buck Rogers (MD), Rings of Power (MD). Super Fantasy Zone (MD), Toki (MD), Wani Wani World (MD), Alien Storm (MS), Laser Ghost (MS), Line of Fire (MS), Shadow Dancer (MS), Aleste (GG), Heavyweight Champ (GG), Space Harrier (GG)...



Issue 9 £2.50

Simpsons special with exclusive reviews on all Sega formats. Plus a massive preview of every Sega game coming out during the rest of the year. Reviews include Chuck Rock (MD), Olympic Gold (MD), Thunder Pro Wrestling (MD), Prince of Persia (MS), Sagaia (MS), Speedball 2 (MS), Crystal Warriors (GG)...



Issue 15 £3.25

Fantastic Christmas special featuring an essential 16page pull-out Sonic 2 guide a massive Sonic 2 poster and a superb Action Replay code book. Reviews include Crüe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD), Pit-Fighter (MS), Batman Returns (GG), Taz-Mania



Issue 6 £3.50

Fabulous Electronic Arts sports watch with this issue Included in the many reviews are Art Alive (MD), Battlemaster (MD), Where in Time is Carmen Sandiego? (MD), Desert Strike (MD), Kid Chamelion (MD), SD Valis (MD), Two Crude Dudes (MD), Funky Horror Band (M-CD), Bonanza Bros (MS), Spider-Man (GG)...



Issue 10 £2.75

Essential SegaPro shades come with this issue. As do crucial reviews of Batman (MD), Cadash (MD), Ferrari Grand Prix Challenge (MD) Splatterhouse 2 (MD), Taz Mania (MD), Super Monaco GP 2 (MS), Wimbledon (MS), Klax (GG), Marble Madness (GG), Olympic Gold (GG), Paperboy (GG), Popils (GG), Prince of Persia (GG)...



Issue 16 £4.25

Bundled with this exclusivepacked issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...



Issue 7 £2.50

Absolutely free with this month's issue are a collection of super-cool SegaPro stickers. Plus an exclusive look at the sensational Wondermega. Reviews include Arch Rivals (MD), Double Dragon (MD), Ninja Burai (MD), Turbo Out Run (MD), Asterix (MS), Back to the Future III (MS) Champions of Europe (MS). Alien Syndrome (GG)...



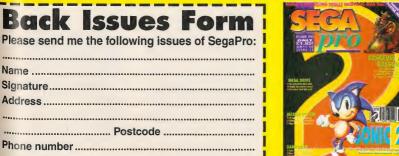
Issue 11 £2.50

Huge issue with an exclusive review of the game-cracking Game Genie device from Code Masters and heaps of reviews, including American
Gladiators (MD), Aquabatics (MD), Gadget Twins (MD), Thunderforce IV (MD), Alf (MS), Chuck Rock (MS), Ninja Gaiden (MS), Aerial Assault (GG), The Viking Child (GG)...



Issue 17 £2.50

You'll find an exclusive look at Global Gladiators in this issue together with incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD) Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many, many more.



Issue 12 £2.50

Superb issue with free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of Superman plus many more..



Issue 18 £3.50

Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD) Sherlock Holmes (CD), Another World (MD), Superman (MD), Tecmo World Cup '93 (MS)..



Issue 13 £2.50

Superb issue bundled with a free fact-packed buyer's guide to Sega games and add-ons. Exclusive reviews of Gods (MD), Shining Force (MD), Predator 2 (MD), Super high Impact (MD), Super Smash TV (MS), The Terminator (GG) and many, many more, Also a fabulous round-up of the best beat-'em-ups around

on all formats.



Issue 19 £2.75

Read the exclusive review of Cool Spot on the Mega Drive inside. Plus Night Trap (CD), Captain America (MD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Predator 2 (GG), Spider-Man 2 (GG), The Humans (GG) and plenty more!

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Sonic The Hedgehog 2 Castle Of Illusian The Lucky Dime Caper Prince Of Persia Super Kick Off Spider-man Bart vs The Space Mutants Columns

Sonic The Hedgehog The Terminator Rastan Saga Shinobi II Super Off Road Racer Chakan: Forever Man Streets Of Rage

Popils Alien 3

Lemmings Halley Wars Virgin

GAMES

Sonic the Hedgehog 2

2 Lemmings

Super Space Invaders 3

Alien 3

Taz-Mania

Streets of Rage

Super Kick Off

Super Off Road 8

Prince of Persia 9

10 Terminator

AFTER BURNER III

SEGA E25.00

Oh dearl A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42% ALIEN 3

ARFNA



Alien 3 Batman Returns Chuck Rock

Lemmings

4

5

6

8

9

Streets of Rage Super Space Invaders

Super Kick Off 10 Super Monaco GP 2

1 Streets of Rage 2

Sonic the Hedgehog 2

3 Lemmings 4 Taz-Mania

5 Batman Returns

Shinobi II

6

Ariel the Mermaid 8 Super Space Invaders

9 Castle of Illusion

10 Prince of Persia

other versions are here, making it an essential purchase, 94% CHAKAN: THE FOREVER MAN SEGA £24.99 Dark and atmospheric setting that didn't work as well on the MD as it

CHASE HO
TAITO IMPORT
Basically Out Run with guns in a
typical Miami Vice environment. Music
is ultra grim, but the superb graphics
and stupedous gameplay are fast and
inviting. Pity this lacks content and is
far too easy. 74.%

ARENA
All action platform game with superb graphics and atmospheric tunes
Alien³ offers these impressive qualities and challenging gameplay to match ideal for beginners and experts. 88% ALIEN SYNDROME

The conversion of a really old arcade has done the Game Gear proud, it's absolutely packed with content and features some of the most inspired features wou'll ever see. 83% guardians you'll ever see. 83%
ARIEL: THE LITTLE MERMAID

SEGA £24.99 Ariel may look the business, but that's as far as it goes. A waste of a Disney licence and not much fun unless you're a beginner. 71%AX-BATTLER SEGA

One of the stars of Golden Axe features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

BART VS THE SPACE MUTANTS

FLYING EDGE £29.99
Move over Mario, shift over Sonic, Bart
and family are in town. This fine
example of an arcade adventure pushes every part of the hand-held to its limits with super graphics, great sound and wicked gameplay. 92% BATMAN RETURNS

£24.99 SEGA SEGA £24.99
Eighteen stages of repetitively easy
Batman playing. Too easy for even the
beginner and completely disappointing

as superb graphics go to waste. 65%

SEGA E24.99
The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%
THE BERLIN WALL
WANKO

THE BERLIN BRANK
KANEKO
MPORT
Mega-colourful and crammed with
cutesy bad guys and Bubble Bobble
style graphics. Innovative guardians, a
plethora of pops and jings and over 25
packed levels. 88%
BUSTER BALL
BUSCHIEF
IMPORT

RIVERHIL IMPORT Speedball is a game that's not out on GG, but Buster Ball goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION £24.99 SEGA £24.99
Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from

does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90% CHASE HQ

SEGA £27.99
Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike, 83%
CHUCK ROCK
SEGA

SEGA £25.00

SEGA £25.00

Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

COLUMNS

SEGA £19.99 SEGA
Very tough and challenging puzzle
game in the style of *Tetris*. Excellent in
one-player, but even better with two
players linked up. Could become one
of the all-time classic Sega games on
accumaching \$29%. any machine. 92% CRYSTAL WARRIORS

£29.99 Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times, but very impressive overall. 79%

DEVILISH SEGA £24.99
Far from original, but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) 37%

DRAGON CRYSTAL

SEGA A very big game for such a small machine and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to. 80%

EVANDER HOLYFIELD BOXING Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%

FACTORY PANIC

SEGA
Gorby is trying to distribute the goods
from his Russian factories. Loads of
elements try to stop you, but make this
one tough and enjoyable game. 86%
FANTASY ZONE

Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about totally OTT, 86%
PROCEE

EFGA

£19.99 £19.99

FROGER SEGA £19.99
Frogger's attraction is to see your friend get run over on his first couple of goes. After you are familiarised with the timing, it becomes very repetitive and simplistic. 75%

G-LOC

SEGA £24.99
G-LOC moves fast on the Game Gear,

but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60% GALAGA '91

NAMCOT IMPORT NAMCOT A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before, 63%

GEORGE FOREMAN'S BOXING

GEORGE FUREMENT 24.99
ARENA 524.99
This sad boxing sim (also known as Heavyweight Champ) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%
GEORGE FUREMENT ASSOCIATION OF T

COMPILE IMPORT Halley Wars pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole Aleste experience one you will never forget. 92% CRIFFIN

IMPORT A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. 86%

ALLEY WARS SEGA £24.99

SEGA £24,99
The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%
HEAVYWEIGHT CHAMP

SEGA IMPORT
This sad boxing sim (also known as
George Foreman Boxing) becomes
incredibly repetitive. The graphics may
look good but there's very bad
animation here. 56%



THE HUMANS
GAMFIEK IMPORT
This above average puzzler may look the part, but it is lacking the playability that Lemmings offers. It's also frustrating. 75%

NDIANA JONES 3

SEGA £24.99
Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%

JOE MONTANA FOOTBALL

SEGA SEGA SEGA TANA FOOTBALL SEGA Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION

£24.99

souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84% WONDER DOG

SEGA IMPORT
Although this is a superb and colourful
game, apart from the long cartoon intro
and digitised sound effects, there is
nothing that justifies its appearance on
CD. 82%

There is sure to be plenty

of new releases on CD.

Next month, there will be loads of the latest CD games reviewed. Watch this space for all the releases when they

DOMARK
K/lax has been described as
"devastatingly addictive." 99 levels of
brain-teasing, fast and furious blockbuilding action will keep all GG players
on their toes. 85% LEMMINGS

SEGA ¢27 99 SEGA 227.99
Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%
THE LUCKY DIME CAPER

£27.99

£24.99 SEGA SEGA 24.99 Cartoon capers with this favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

MAPPY IMPORT

DOMARK

Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative and there's no playability 50%.

playability. 50%
MARBLE MADNESS DOMARK

DOMARK
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult itered platform maze. Graphically superb. 79%
MONSTER WORLD II IMPORT

SEGA IMPORT
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

NINJA GAIDEN

SEGA £24.99 SEGA Cargeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD

US GOLD £27.99
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous £27.99 events with relative uneventful happenings. 79%

SEGA £24.99
The classic racer loses nothing in translation to the small screen except its difficulty. Even so, it's very exhilarating and miles better than Super Monaco GP, 77%
OUT RUN EUROPA
SEGA £19.99

The saga lives on, but even with

impressive details on the graphics and a few nice tunes, it will fall to impress the majority of games players. 64% PAC-MAN

SEGA \$24.99
What a great little game this is. Everything is just like in the coin-op even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%
PAPERBOY
DAMARK \$24.99

DOMARK £24.99
Die-hard Paperboy addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%
PERCO.

PERCU SEGA £19.99
This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas.79%

Sure is a gas. /9".
POP BREAKER POP BREAKER
IMPORT
Dodgy graphics and frustrating
gameplay knock this back a little. Slow
shoot-'em-up action that gets a little
predictable after a while. 68%
POPILS

POPILS

DOMARK

£24.99

Puzzle fans everywhere should own a copy of *Popils*. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

PRINCE OF PERSIA

DOMARK

£27.99

DOMARK £27.99
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%
PSYCHIC WORLD

SEGA £24.99
Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity, 12%
PUTT AND PUTTER
£25.99

SEGA £25.99
When this zany golf simulator wareleased, we were pleasant surprised. Good scrolling effects and



IMPORT CRS IMPORT
This all-action arcade flight sim isn't very
good. Poor graphics and a ridiculous,
increasing difficulty level make this
nothing more than an average game.
Nice music, though, 55%
BLACK HOLE ASSAULT

£39.99 SEGA £39.99

Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to upkeep

CHUCK ROCK

SONY
Not much different from the Mega Drive version. Similar graphics, but nicer intro sequence and better sound. Still playable but doesn't us the machine's capabilities. 62% experience of the still playable but doesn't us the machine's capabilities. 82% experience of the still playable but doesn't us the machine's capabilities. 82% experience of the still playable but doesn't better the still playable but doesn't be th

IMPORT COMPILE IMPORT
Constantly repetitive shoot-'em-up which
tries to compete with Sol-Feace. CD
games should be more advanced and
while this is fantastic to look at, the

storyline. Numerous soundtracks and constantly challenging stages make this platformer a real pleasure to play. 75% FUNKY HORROR BAND

IMPORT SEGA IMPORT Far from impressive Japanese RPG. This is mainly due to the text being in the above mentioned language. Unfortunately, the graphics and sound which are great, end up being totally wasted. 33% HEAVY NOVA

MICRONET

A fantastic introduction, as with the majority of Mega-CD games, but little else to offer. Two fighting robots in a one-on-one battle with terrible gameplay. Hardly original and just about bearable

54% HOOK Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay.

KRIS KROSS MAKE MY VIDEO SONY IMPORT
A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable.

PRINCE OF PERSIA

£39.99 Totally engrossing, but possibly too challenging. The well-known Totally engrussing.

challenging. The well-known platformadventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%



NIGHT TRAP

SEGA £49,99
One of the first CD games to use full motion video, although highlighting the usual display limitation of the Mega-CD. It's a big game and there's lots of challenging gameplay. 87%

ROAD AVENGER

RUAD AVENGER
SEGA free with Mego-CD
Unbelievably fast driving action. Superb
graphics look like they've come since
out of a cartoon. However, the gameplay
is repetitive and it should only be bought
as a demo. 81%
SHERIOCK HOLMES
SEGA IMPORT SEGA IMPORT
A welcome change to an action-packed
market. Only three cases to solve, but

user-friendly interface and complex clues prolong life. 91% SOL FEACE

SEGA free with Mega-CD
The original blast-'em on the Mega-CD, and a great one at that. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out!

SUPER LEAGUE CD SSEA IMPORT
What a dire piece of plastic. Super
League CD offers very little gameplay
and nothing in the way of a challenge.
Graphics are very disappointing and the
lack of detail is unbelievable. 49%
TIME GAL

WULFIEAM IMPORT
Fantastic cartoon quality graphics
throughout and some of the best music
so far. This is made even more
impressive as it is in Japanese. With the
difficulty level
ideally set, check
it out soon!



gameplay is totally boring 60%
EARNEST EVANS
WOLFTFAM One of the first releases for the Mega-CD. Spectacular graphics and a good

MEGA CD A MEGA CD A M MEGA CD A MEGA CD



ACCLAIM

Acciding Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing, 38%

RASTAN SAGA

SEGA £24.99 SEGA £24.99
Under-rated slash-'em-up adventure
game that contains loads of locations
and a variety of very tough opponents.
The backgrounds and sprites are very
smooth. A must-buy. 91%

SHINOBI

£24.99 SEGA £24.99

Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SECA £27.90

£27.99 SEGA

SEGA 227.99
Totally addictive gameplay with different routes to explore everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SEGA IMPORT
Also known as Slider, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

Also known as Skweek, it has colourful graphics that are a tad on the small size. All the addictiveness of Klax with 30 password levels. 82% SECA £24.99

Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many

levels you've got to go. 70% SONIC THE HEDGEHOG

SONIC THE NEW 229.99
Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style, 91%
SONIC THE HEDGEHOG 2
SEGA
E24.99
SEGA

SONIC THE HEDGENGE 2
SEGA 224.99
As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves Sonic can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%
SPACE MARKEER
SECA. £24.99

SEGA £24.99
The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear, 71%

FYING EDGE 224.99
Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics, but also some enthralling gameplay over five massive stages. 92%



PIDER-MAN 2

ACCLAIM \$22.99

A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

SEGA 224.99
Furious beat-'em-up action at its linest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%

SIGNA IMPORT

SIGMA IMPORT
Golfing made simple. Not as realistic
as Leaderboard but just as much fun.
Cartoon graphics, caddies with
different personalities and colourful
option screens make this a sim for the
less serious golfer. 85%

SECA 27.99
The definitive footy game on the GG.
Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%
SUPER MONACO GP £29.99

SEGA £19.99
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%
SUPER MONACO GP 11

SEGA £25.99
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71% SUPER OFF ROAD RACER

VIRGIN

224.99
With eight stages of arcade real
madness, it is sure to be a hit.
Thoroughly challenging and
compelling from the word go. The
graphics are as close to the original as
possible. Highly recommended to all
boy (or girl) racers. 90%
SUPR SMASH TV
FINIS EDGE

224.99

FUNNG EDGE £24.99
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totalty ruin a good license. Just don't bother. 58%

AZ-MANIA

SEGA £24.99
A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering, 84%
THE TERMINATOR
VIDGIN £27.99

THE TERMINATUR VIRGIN £27.99

One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

VIKING CHILD (THE)

CAMETEK £19.99
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

WAGON LAND

NAMCOT
Cute Japanese graphics with rather
impressive additional features. Nothing
more so than the weapon your user
friendly frog fires. 56%
WIMBLEDON.

SEGA £29,99
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging, 48% WONDER BOY SEGA £19.99

SEGA £19.99
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game, 84%
WONDER BOY: DRAGON'S TRAP

SEGA \$19.99
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right, but unoriginal. 75% unoriginal, 75% WOODY POP

SEGA £19.99 SEGA £17.97
Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart

gameplay features. 87%
WORLD CLASS LEADERBOARD SEGA £24.99
Everything a golfer could want: clubs Courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

The biggest ever Sega game catalogue will return next month, packed with more info than ever before. With more Protips and more ProMove can you afford to miss it?

T2: THE ARCADE GAME **MEGA DRIVE**

LEVEL SKIP Wait until "PRESS START"

appears on the title screen. Press Up, Down, Left and then Right three times. Now play the game. When you fancy ending the level, press pause, then B and C. You will now be taken to the end of the level. This is a good way to get past that tricky stage on level three!



COBRA COMMAND

MEGA-CD LEVEL SELECT • LEVEL SKIP Wait until the title screen appears and then press Up, Left, Right, Right and Up with joypad one. Start the game and when the level screen appears, press the D-pad right to scroll through all the levels. When this cheat is activated, pressing start will allow you to clear each level all the way through to the end! the way through to the end!

OME GF

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If you have any codes for new-ish games, then don't hesitate, send 'em in! If you're code gets printed then you're in with a chance of winning a prestigious SegaPro T-shirt! We only want codes for fairly new games, so don't copy codes out of other magazines! Send your codes to ProTips.

BART v THE SPACE MUTANTS

FANA EAFO Sets level three goals to 28 AY1T EAHG Sets level four goals to five AENA EAFO Sets level three goals to one AE1T EAHG Sets level four goals to one

Start with nine lives

coins AJRT AA6R Invincibility

AYBT AAFI Start with five

EVANDER HOLYFIELD'S REAL DEAL BOXING B.IWA ACEN BJNA ACHW

Rounds are one

BEBT AAFE

TCKT A4BR Set up a new career any way you want

RGKT A6VW

TCKT A4AN

193 RH7T R60E Master code must be entered ZINA CCC2 Clock runs much

This month we have the latest Pro Action Replay codes for you to feast

your eyes on! If you think you can do better, send us your codes! Any reader who sends us codes will not only have their name immortalized

in the pages of SeasPao, they might even win a T-shirt too! This much sought-after prize will go to the month's most useful Action Replay

code, so think twice before sending us any more Sonic 2 codes! Thanks to the bods down at Datel, you can now get codes for your Master System too, so now there's no excuse for not sending your

NHLPA HOCKEY

slower ZJNA DTL2 Clock runs much faster

SPLATTERHOUSE 2

AX2T AA8Y Infinite lives AX2T AA68 Invincibility BEOA AAGA Start lives HH2T BLY8 Hits hurt twice as much



CHUCK ROCK FF06D10003 FF06D50007

infinite energy

ECCO THE DOLPHIN FFB7FF0000 invincible to crushing alls on last level FFB7C20000 Ignores water "up" currents

JAMES POND FF87D30005

Infinite lives FF88AF0064 Infinite time

numbers 0-4) FF0FF30002

KRIISTY'S SUPER FUN HOUSE FF02FD000X Level Select (input

Infinite lives FFOFF50064 Invincibility FF0FFD000A

Infinite time FF0AC30002 Infinite lives

SHADOW OF THE BEAST II

FF22390080 Every time Action Replay enabled, energy is restored FF22420002 Second option is always the axe, even though this FF22420004 Second option always

Infinite weapons RASTAN SAGA II FF0AC1000A

TINY TOON ADVENTURES FFB090002

codes to ProTips. STREETS OF RAGE 2

Player 1 never gets hit FFF0690000

Player 2 never gets hit

Infinite health for player 1

Infinite health for player 2

FFEF690000

FFEF810068

FFF0810068

FFFC3C0099

FFFC43000X

Level select (X=1-8)

Infinite time

Infinite lives FFFB0B0002 Infinite energy THE TERMINATOR

FF147D001F

Infinite energy **WONDER BOY IN MONSTER**

FFDA00000A Infinite energy

WORLD

ALJEN 3 00C42763 infinite ammo for machine gun 00C48A63 infinite energy 00C42D63 Infinite grenades

GLOBAL GLADIATORS 00DF9704 00D0B905 Infinite lives

LAND OF ILLUSION 00C09F03 Infinite lives 00Co902

Infinite heart:

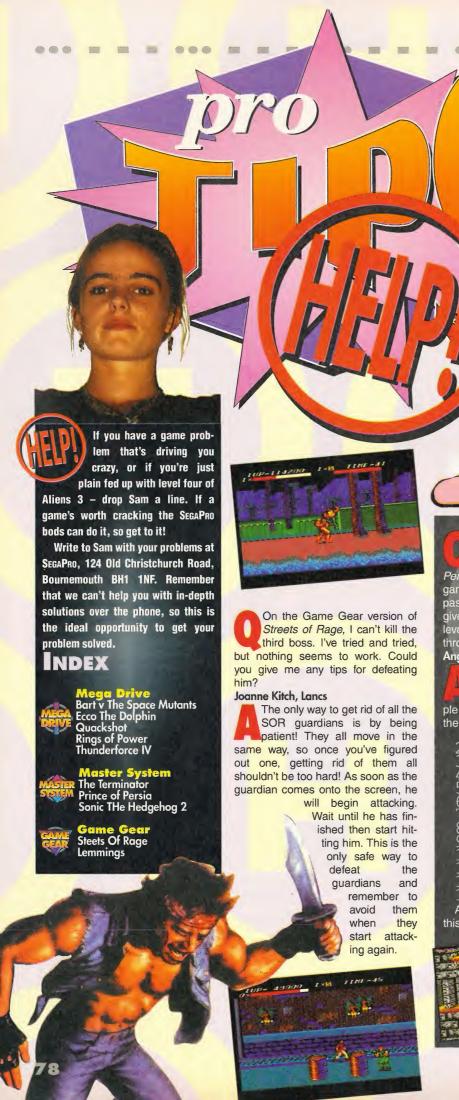
PREDATOR 2 00C47903 Infinite lives

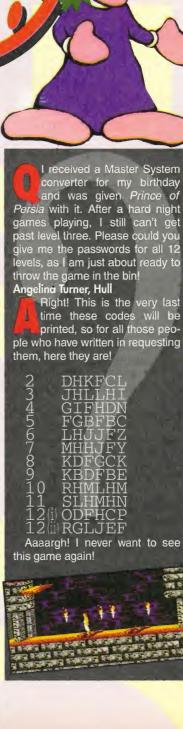
SOMIC THE HEDGEHOG 2 00D294803 Infinite lives 00D29905 Sonic always keeps six rings. (Turn Action

Replay off at the end of each act and then on again when the next one starts) 00D2950X Level select (X=1-6) 00D2960Y Zone select (Y=1-3) STRIDER 2 00D4E805

TOM AND JERRY 00C43908 Infinite energy







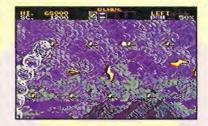




I have a problem with QuackShot on the Mega Drive. I am completely stuck on the last two levels. On the pirate ship stage, I can reach the trap door, but can't open it to go inside the ship. I think a key is needed to open the door, but I can't find it. There is a key buried in the ice at the South Pole stage, but I can't get that out either. What can I do?

Edward Murray, Inverness

You can't go into the hold of the ship without the necessary key, which is the one in the South Pole. To get the key, the ice must be melted. Use the sceptre to do this and, before you know it, the sun will reduce the ice to a puddle! Now go back and open the trap door and prepare for battle! The viking ghost lies deep in the ship and won't think twice about annihilating any ducks that get in his way! Oh and by the way, these two levels are nowhere near the end of the game!



I've had Thunderforce IV for a couple of weeks now and it's beginning to drive me crazy. I'm stuck at the very end of level two. I can get past the bit where the ship is targeted, but I can't destroy the boss at all. Please tell me how to do this!

C Packard, Portsmouth

This is quite a tough boss considering that he's fairly near to the beginning of the game. To get rid of him, some strategic tactics are needed! Destroy the back end of the alien first and concentrate most of your ammo on the missile opening. When that part is destroyed, go round the front and repeat the process.

Please tell me how to get out of Act 2 of the Scrambled Egg Zone on *Sonic the* ledgehog 2. I have the five chaos emeralds, but that hasn't helped much. Do I need power sneakers? I can't find them anywhere. Please help!

Steve King, RFA Olwen

This is the most difficult level in the whole of Sonic 2! The mass of tubes and pipes aren't exactly conducive to easy games playing and there are hordes of enemies as well. The secret to this level is the direction taken whilst in the tubes. In the first set, push down, right, up and then right. Then jump as soon as you and on the platform. In the next set, don't touch the joypad at all. After doing this, the rest of the level should be easy! Oh and by the way, you don't need any power

Please tell me how to fire the rockets from the novelty shop in Bart v The Space Mutants. I tried to press the D-pad plus A and B (as with the wrench whistle), but it kept flicking back to X-RAY SPECS. What am I doing wrong, my friends think I'm completely awful at games playing.

Paul Cleverly, Oxon.

To fire the rockets, simply press the C button to bring up inventory and then activate the nec-

essary weapon. Don't forget that you can't use an item and X-ray specs at the same time. This is probably where you're going wrong, because the control method you describe above is the correct way of using a weapon.



Lemmings is driving me nuts! I get stuck on nearly every level after the first few and am about to stamp on my Game Gear! What can you do about it? Please help me!

Jonathon Campbell, Brighton

Oh dear. It seems that the Lemmings have been responsible for more than a few nervous breakdowns lately. However, you don't mention exactly which level you're stuck on. If you were a regular reader, you would have already seen the passwords (printed in issue #15), but here are a few more just to keep you going.

TRICKY LEVEL

- RDGMZSFK FLXPGGGG
- PFECXPFE
 - BUJTHOEC UIOAABCE
- JSFKVKUJ
- THODZTGN HPFDZTHP
- FEBVLWNB 19 UJTHPFEC
- WNCWNBVL



Neil Copsey asks:

Can you help me with Rings of Power? I can't find the pictures you need to show to the Ring of Enchantment. Also, on the Ring of

Will, I know the secret of the Fluffi Tree of Gomez, but I can't make the eight stumps disappear. Please help me, I'm desperate!

There are so many who write in with problems concerning this game - someone must know how to do it! We printed the full solution to Rings of Power

frankly, we haven't a clue what Neil's on about! If you've got the answer, or can give Neil any other useful tips for this toughie, write to Sam. If your

answer gets printed, we'll send you some wellearned SEGAPRO goodies for your troubles!

Also, if anyone knows how to get past the final cyborg in The Terminator on the Master System, maybe they could help Steve Pilot who's been stuck there for ages!

That's all folks! Keep those problems rolling in though and see you next month for some more game strainsl

Please help me with Ecco the Dolphin. I cannot progress from the City of orever. I seem to be doing everyhing properly, but I can't jump over ling property, but sear you have first wall. Is there another way getting through the level? Also, an you give me the password for the next level?

my Wong, Hounslow

The aim of the City of Forever is to get Ecco into the time

machine. Although it may look tough, getting through is actually very easy. Start the level and then take the short cut past the glyph.

Jumping over the walls takes some huge jumps, so practise by pressing B and then C immediately after it. After a few attempts, you should be able to get over

the walls every time!





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dodges for infinite lives, level selects. secret power-ups, unlimited continues and much more for all the biggest



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TERRESTRIAL PLANES

♦ WATER PHASE 1

Jump from pillar to pillar or travel underwater. The pillar routine is the best route. Not only is it much faster, but it's safer and there are more potions to be found. Jump to the right and you'll find a Water potion. There's another one a little further along on a low pillar. Continue right until you come across a very high pillar. Jump and roll to reach the top of it, jump to the platform on the left to find an Earth potion. Travel right and kill the Green Fisherman with two hits. Continue right.

Use your Invisibility and stand next to the Tentacle Creature. Destroy it by pointing your sword downwards. Go right and the barrier with the snake heads will sink into the ground, allowing you to collect the Grappling Hook.

♦ FIRE PHASE 1

Kill the ghosts with two hits, continue right and jump to the next platform on the right. You'll come to what appears to be a dead end, but don't be fooled. Press DOWN and then the jump button to drop two platforms. Wait for a moment on the top of the second platform to the right and a moving platform will appear. Jump onto it before it travels upwards.

At the top, go left and drop down. Continue left, jump onto one of the platforms above and continue right. Just above you, to the right, is another area that you should aim for. From your current position, jump to the area above and continue to the top left of the screen.

Kill the ghost and continue as far left as is possible, jumping to yet another area. Go right and fall down the corridor with a moving platform. At the bottom, go right and use another moving platform to take you to the top. Drop and move right, using the moving platform to take you up. Drop down to the last corridor and you'll find the Scythe Weapon.

◆ AIR PHASE 1

Jump to a platform on the right, then to a platform above and to the left. Jump onto the platform above and then to the platform above and right. Now jump to the platform, again, above and to the right. Use your Fire Sword — a few hits will kill the macewielding monster. You will be rewarded with two Clear Air potions.

Stand on the point of the highest edge of the brick platform and jump to the platform above and right. Jump to the platform on the left and above to collect a Clear Air potion and a Green Earth potion. Jump to the platform on your left and shoot the Purple Monster with your Fire Sword. Once it is defeated, jump right to collect two Clear Air potions and head right for the wall with an orange gate. You will now be able to collect the Battering Mallet.

EARTH PHASE 1

Drop to the right side of the platform. At the bottom, go right to find a Blue potion and go left then up to the platform where you must drop to the left. At the bottom, go past the spiders and continue to the end, finally going right at the top.

Use your Grappling Hook to swing from the hole in the wall where the spiders drop. Continue across and left while killing the spiders. Drop to the side of the ledge and go right, but jump over the Spider Monster. Continue right and collect the Battle Axe Weapon. Do not attack the Spider Monster.

♦ WATER PHASE 2

Walk right and jump onto the pillar next to the skulls. Avoiding the skulls, jump up and swing the Battering Mallet to knock the ceiling away. Use your Grappling Hook on the gold platform to swing to the platform above. Jump left, avoiding or killing the worms that appear, until you find another gold platform to swing from using your Grappling Hook.

Swing to the platform and travel right. Swing over two gold platforms and jump to the platform above. Go left, past the skull infested area, and swing on the gold platform at the far left to reach the area above. Travel right, past another skull infestation, and collect the Clear Air potion.

Swing and jump up to another area using the gold platform and repeat to

reach the next gold platform. Run left, past the skulls, and use the three gold platforms to reach the waterfall. Jump and swing onto the platform that is hidden by the waterfall to collect a Small Gem.

Go right, past the skulls, and jump to a higher platform from where the gold platform enables you to reach the platform above. Kill the first Tentacle Monster and go left and up to defeat the second monster.

BOSS

Use the Shield and Flame Sword potions to defeat the boss. If you don't have these, use the Spin Attack repeatedly whilst he is in the far right corner of the screen.

AIR PHASE 2

Jump right from the ledge. Break down the door that's to your right with the Battle Axe. Advance four windows to the right and wait for the moving platform. Use it to get to the top so you can reach the upper left platform.

Wait for the moving platform and use it to go upwards. About half-way, jump to the tiny ledge that's to the right. Jump left to the tiny ledge and



Defeat the Winged Harpy and continue right. Stand on the thin floor that is about two blocks long and hold DOWN. Press the jump button and you'll drop to another area. Go left, drop down the gap and you'll land on another platform. Drop left and mid-flight press RIGHT to land on a platform between two smaller ones.

Drop right and hold RIGHT. Walk to the right of the platform and use your Grappling Hook to swing to the top right. Go up the corridor using the bulls' skulls. At the top go to the dead end and break the block floor to drop down the gap. The exit is to the far left.

EARTH PHASE 2

Go through the Blue Glowing Orb whilst using the Shield Magic. Do not destroy the Orb or else it will attack you, along with several other nasty surprises flying out of the holes in the wall. Continue left and jump to the ledge on the left. Jump to the ledge above you and then up to the next platform above. From this platform, walk left and drop down to the small platform below. Jump up and left to a small platform higher up, then jump left to the corridor.

Perform a Double Roll across the left gap and jump from this platform to the ledge in the gap above. Jump up and left to the small ledge, then jump up and right to the next platform up. Jump up and right to the platform above and continue right until you reach a large gap. Perform another Double Roll to the far right and continue right where you must drop down the gap. Go left and down another gap, then right to fight the Boss.

wait for the moving platform to go up. Jump across to the area above and right to face...

BOSS

Use the Spin Attack to hit the boss and the Grappling Hook for longer reach. Hit him when the moving platform is nearest the top.

AIR PHASE 3

Wait for the flying Boss. When he attacks you from the right, walk left and hit him with the Grappling Hook. Walk right and fire when you're attacked. Time it correctly and you will escape unmarked. When he charges, stick your weapon out so that he runs into it. The Invisibility or Shield magic will be very helpful against this nasty baddy.

◆ WATER PHASE 3

Drop to the left and you'll land underwater. Go left and use your Battering Mallet to bash away the bricks in both the dead end and to the left. Continue left until you exit the water and reach the door that has a gold platform above it. Swing from the gold platform to the one above.

Jump left to the platform and use a Double Roll to reach the pillar that is next to the fish-head statue. Drop diagonally left to go underwater and continue left. You will eventually emerge from the water near an









orange tree, but don't go too close as it will attack you. Jump over it to find another fish statue. Take the gems from its eyes, drop back to the tree monster and it will allow you to pass. Take the middle door to find the boss.

BOSS

Swing away from the boss using the Grappling Hook and attack it with the Spin Attack. Constantly use your sword to hit the Spider Queen in the face. Duck and roll to keep up with her. Use the Ice Blade, if possible, and Shield Magic when you're virtually dead. This boss is very tough and deadly!



AIR PHASE 1

Stand still and use your Grappling Hook to kill the flying insects. Use the dead insect to transport to the left of the screen where a laser barrier appears. Kill the gunner by flying up and using your Battering Mallet,

then fly down.
Repeat the process until he dies.
The laser barrier will vanish, allowing you to proceed to the next gunner.
Continue travelling up and

lower platform. Use your Battering Mallet to break the ice and drop down the gap, holding right on the D-pad. Drop down to the second platform on the right and go down again. Continue right to exit the level.

♦ FIRE PHASE 1

Jump to the far right side. Jump up and right to the platform. Jump up and left and up two more platforms. At the top, jump to the lower platform on the right and right again, falling to the right to land on a small platform. Kill fire birds by holding your sword down. Wait for the moving platform and continue right using the same method until you reach the end.

FIRE PHASE 2

Use your Grappling Hook to swing towards the upper right of the screen. Jump and fall to the right before heading for the upper right side where you'll eventually encounter a slope. Climb to the top and swing to the floor on the right to find the exit.

◆ WATER PHASE 2

Break the ice with your Battering Mallet until you reach the floor with a gap to the left. Fall down it and continue right to find the exit.

CARTH PHASE 2

Drop down the gap on the right and jump to the opposite platform. Swing from the bull's skull to the upper platform. Go right and immediately up, then drop down to finish the level.

AIR PHASE 2

Collect the Clear Air potion on the left and then go to the far right to defeat the flying insect riders. Fly upwards and go left to drop through the lasers and kill the three gunners. At the far left, fly up and kill the gunners. Fly to the top and then right, finally flying to the bottom where you must fly right, up and left to exit.

FIRE PHASE 3

Jump off the platform on the right and then roll left to land on a floating platform. Continue left and when you drop down to the platforms next to the lava, jump to the floating platform. Go right until you reach the solid ground and go left at the bottom, rolling off the edge onto another floating platform. Continue right until you arrive at the Boss battle.

BOSS

Avoid the three fireballs and hold your sword diagonally at the Big Flying Demon. Hit the boss before he gets up and repeat the process until it dies. A total of 27 hits is the normal

dosage, so be prepared for a long fight.

EARTH PHASE 3

Continuously drop to the right until you reach a small platform. From here, go right quickly and jump up the gap. Jump to the platform on the right and perform a double roll to the platform on the right. Use the Grappling Hook to go up the first gap and reach a platform. Double roll to a long platform on the right and drop right to fight the next Boss.

BOSS

Touch the wall on the right and hold out your sword in the upper right corner to impale the Giant Claw Worm. Repeatedly impale the boss in this way and it will be easily defeated.

◆ AIR PHASE 3

Jump right to the platform above. Drop down the gap on the right and from the small platform perform a double roll to the right. Kill the gunner and use the flying insect to reach the top. Continue left and kill another gunner, before continuing right. Leave the insect and kill two more gunners. Fly up to kill a gunner and finally fly to the top to face the boss.

BOSS

Use your Earth Lightning Sword, if possible, to shoot the Jousting Insect Rider when he flies at you. Quickly move away when he fires his lance missiles and repeat the process.

♦ WATER PHASE 3

Roll down the slope, up the next one and jump right – across to the red elevators. Use the elevator to the right and travel to the bottom. Use the ice platforms to reach the far right and continue upwards using your Grappling Hook.

Roll off the edge of the ice slope and kill the monster. Drop into the first gap and then drop to the left. Drop left and hold RIGHT to land on an ice platform. To meet the ultimate final boss, jump to the right of the elevators and fall into the snow area.

FINAL BOSS

Wait on the far left for the Ice Burrower to appear twice. Stand on the right of the waterfall and wait for the monster to appear a third time. Duck to avoid the laser and when it appears again, jump up and roll in the air to avoid its claw. When the monster re-appears, hit it and it'll go into the snow. Repeat this pattern every third time the boss appears. It will then die and you will be free of your curse.

FIRE PHASE 3

Jump between the platforms aiming upwards until you reach the top. The bull skulls will enable you to use your Grappling Hook whenever needed. When you reach the top, continue left and the boss will be waiting for you.

BOSS

Direct attacking blows will take care of this sword-wielding Winged Witch in no time. Keep on moving to avoid the fireballs she occasionally unleashes.

EARTH PHASE 3

Fall to your right and land on the ledge. Jump up and break the spider's web to reach the platform. Drop down to the right and collect a Clear Air potion. Return to where you started from and drop to the left side of the platform. Break the spider's web and drop down the gap on the right. Continue left, drop down the next gap and continue left. Jump to the platform with the spider's web and break it open to drop diagonally left to meet up with the next boss.

right.

Fly down between the two laser beams, remembering that your insect won't be hit, and defeat the two gunners. Fly up the corridor above and defeat two more gunners to find the exit on the first left.

EARTH PHASE 1

Drop down the gap in front of you and then drop again to the lower area. Walk right and drop down the gap to land on a thin green line. Drop through the gap and repeat the process again. Again, drop down the gap on the right and then continue left.

Drop down the gap on the left and then continue right. Drop down the gap and move left. Finally, go right and jump up, then down the final gap, continue right and exit the level.

♦ WATER PHASE 1

Go down the slope and drop to the







Mickey Mouse and his Disney friends have surpassed themselves yet again in their stunning adventure, Land Of **Illusion.** This, their second adventure on the Master System, comes to you beaten and busted in every way possible. Jason Johnson uncovers what the items do and how to use them to your best advantage. Discover the secrets of the level guardians and discover where you can find those Magic Beans and extra Mickeys.



FOREST

This provides a relatively easy introduction to the game, but there are a few hidden dangers that must be taken care of. Snakes and spiders are your main foes and are spread throughout the level. They are prone to appearing at any time and can be killed by using the hip-attack or by throwing a boulder on top of them.

Treasure chests, which are pretty plentiful, include bonuses such as slices of cake and gold coins. The cake gives you an extra star of energy and gold coins give you bonus points. The M pots can be used as a weapon or a stepping platform. Nearing the end of the level when you come across the snake, pick up

the apple and throw it in its mouth. Hastily walk

over t h e snake, pick up the key and exit the level through the appearing door.



Wherever you find the key it signifies the end of a level. Here, kill the nasty and swim up to find the door.



Incey Wincey the spider may look harmless enough, but this is just a myth. Grab the pot and run for it.



Use the hidden openings to take much needed breathers as often as possible. As soon as your air meter reaches a dangerously low level one or two bars - swim to a semifilled cave which has an air pocket. Release the swim button and you'll be able to refill your oxygen supply.

During the first few sections, you must dodge the dangerous spiked ×03

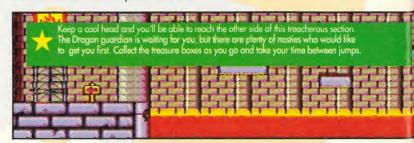
Wait for the water level to reach its highest point and then you can jump over the spikes and avoid a premature death. Swim down the gap and you may find a treasure chest enclosing a few goodies, or a nasty who's after your stars. Avoid the spiky thing with a well-timed jump.

baddies at the same time as avoiding the large spikes. The water level rises and falls repeatedly, so use this to your advantage. If you wait for the water to reach its highest level, you can jump safely to the other bank. As for the other nasties in the river, either swim or jump over them.

On reaching the far right of the lake, hip-attack the blocks to allow you fall through to the lower level. A strong current prevents you from reaching the exit in one go. Surface when you reach the middle cave and wait for the current to pass. You will

gain some valuable air at the same time. Swim to the far right and exit through the door at the end.

Swim upwards using the rising water level to avoid the spikes and nasties. At the far right, there's what appears to be a dead end. Walk left and jump into the water-filled pit. As you sink, avoid the nasty and pick-up a block. Kill the nasty and the key to the exit will magically appear. Pick it up and leave the level by jumping out of the pit and up the bank to find the







ACTION





Throwing blocks won't put the fire out, but using the ladder will help you escape certain death.

Red stars will give you the capacity to have an extra heart in your energy bank. How thoughtful.



the block to kill the enemy. Jump onto the platform and continue to the end avoiding the nasties and clearing the gaps. You will arrive at a

wooden door so enter the room to

fight the dragon guardian.

REPLAY CODES 00C0 9F03 infinite lives 00C0 9902 infinite hearts



These three guardians are the end of level nasties you will meet during the first eight stages.



XDragon

You will meet with the dragon guardian at the end of the Blacksmith's Castle stage. To kill it, pick-up the blocks that are scattered around the room and throw them at its head. Repeat three times and he'll die. Watch out for the fireballs

he throws, though, as they will rebound around the room and deplete your lergy by one star.



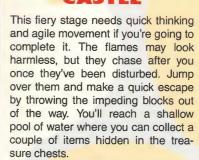
Hip-attack the pack of cards when they are bouncing around the screen. They only take three hits before folding. Avoid coming into contact with them as they fly from one side of the screen to the other.

While they do this, you cannot attack them and you'll lose a star if you come into contact.



Boulder

Avoid contact with this stone at all times. When it bashes against the wall, a block falls down. Jump on it to prevent it from moving, pick it up and throw it at the boulder when it grins. Repeat this three times and it will soon stop smiling at you. You're then given the rope as a prize.



BLACKSMITH'S

BLACKSMITH'S

Use any means, such as a spring or blocks, to reach the upper platforms. When you arrive at the second chamber, a star can be found to the far right. You'll then enter a chamber that has several jumps that need to be cleared. The first platform will simply move up and down, but as the second moves, it sinks into the lava, so beware. Wait for it to re-appear before jumping across.

You're now into the final section of the castle and almost ready to meet the guardian. At the beginning, use





tually reach a dead end. Kill the baddies and collect the bonuses in the usual manner. Push up and Mickey will fall to the ground, but in a different passageway. Continue left to finish this relatively short and easy

FLOODED LAKE

Once again, you must venture through the lake area, but it's flooded and very dangerous to all, but the intrepid Mickey. As with the original Lake Stage, take care not to run out of air. Use the middle cave to surface and fill up your oxygen supply, then search the top right to find a star item.

Remember to always collect the hidden bonus items in the treasure chests. Avoid the nasties in the lake and surface to find a hidden door at the top left. Use this to exit the section.



The exit from the Flooded Lake is easily found. A powerful Shrinking Potion is now awaiting.



TINY CAVERN

Mickey can now shrink and reenlarge at any time. This enables him to wander around the low-ceilinged caves freely and easily. You will see a separate passageway in the background which must be entered to reach the exit. Aim for the top-right corner of the screen and you'll even-



Poor Mickey has had one to many sips of the Shrinking Potion. Stay clear of those appearing baddies.



FLOWER FIELD

In this other short level, you must use the petals to jump from flower to flower and avoid the spiked bushes at the bottom. Floating leaves and dandelion petals will help Mickey reach the other side of any gaps. Continue to the far right and open the last flower by throwing a block at it. The exit key will appear, enabling you to enter the next level.



Use a Rose Petal to float over the flytraps. One slip and you're hurled back to where you came from.



TOY WORKSHOP

Exit the first section by using the M block to hold the button down and, thus, keep the door open. You will need to avoid or kill the baddies as you travel downwards using the water pistols as platforms. You'll arrive at an exit, but there's nothing to find and you're likely to lose some energy should you bump into the boxing gloves.

Continue through to the end of the section and exit through the semi-hidden door.

The next section is made-up of a over the keys at the same time as

ITEMS

Not only can the barrel be thrown to kill baddies, it also helps you to reach higher platforms. Just throw it on the floor and use it as a platform from which to jump.

Winged You can fly through the sky by holding this item. Be careful, it doesn't last for very long.

Spring
Use the spring to reach
higher platforms and higher ledges.

Especially useful when you want to open a door, but it



does very little else.

An ingenious item that lights the corridors and passages when you pick it up. It can also be used as a weapon or a stepping block.

Clock Pick this up and everything around you will freeze.

Use his item when you want to float on water. Control your direction by using the D-pad.

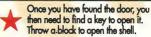
Rocks and

Spread throughout the game and to be used to kill baddies or as stepping stones.



Attack certain baddies and they'll freeze after one hit. You can then pick them up and throw them. You can use the hip-attack or throw a brick or boulder to kill the majority of baddies. Beware, some of them don't die after the first hit.





killing or avoiding the nasties. Beware of the notes as if they are hit, they'll split into two.

When you enter the final section, a key to the exit door will appear. Firstly, use the key to jump to the higher platform by placing it against the wall. When you're at the higher level, step on the button to operate the moving clamp. Use it to lift the key and drop it onto the same level as yourself. Pick it up and run towards the locked door. It will automatically open and allow you to enter the final section - the guardian battle against a set of cards.



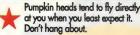
PALACE RUINS

Your objective with the Palace Ruins level is to find the rope. You can't enter the Craggy Cliffs stage without it and keyboard and you'll have to cross you'll have to defeat the tough level guardian before you can get it.

Jump across the gaps with the spiked pits and kill or avoid the baddies at the same time. To make the bouncing boulders explode and create a gap for you to get through, jump on them using the hip-attack. Climb the steps and avoid the dragon's bubbles.

At the top of the steps, allow the boulders to explode and jump





through the gap. Continue left and pick-up the M pot. Carry it up the platforms with you, but when you come across the steps throw it to the platform above. Finally, drop the M pot and use it to reach the top platform, where you must run right.

Exit through the door and you enter the final section of the level. Not only will you have to avoid the spikes as you fall down the passageways, but you'll have to throw the boulders out of the way too! If you're blocked, the chasing spikes will deplete your energy. Collect the bonuses as you go. At the end of the passage, the boulder guardian will attack you. Kill him to claim the rope that allows you to enter the Craggy Cliff stage.

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CONTACT

Gosh. We get so much mail every day that a large part of our time is spent sorting it into correct bundles.

Send all submissions to the proper department (see below)

SEGAPRO,

Paragon Publishing,

Durham House,

124 Old Christchurch Road, **Bournemouth BH1 1NF.**

PROTEST

The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of anyone who needs advice on con-sole specific problems.

You can ask what games will be available or how to get in contact with a company, but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SegaPro T-shirt, but only witty, cheeky or lively submissions are even considered - you can't win a Tshirt by asking for some advice!

PRODEBATE

In addition to letters, there are the ProDebates, which should be addressed like such: TV Debate, ProTest. Get your views into the open and state your case. SegaPro T-shirts are awarded if we consider a point to be particularly valid.

PROART

Far too much artwork is missed out ecause it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art, each month, wins a stupendously brill SegaPro T-shirt.

PROTIPS

There are so many types of tips that can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending.

PROHELP

Our revitalised section is bigger and better than ever! If you are stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

PROSCORES

No prizes here, but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are.

GAME OVER

If you have finished a game recently, why not tape it and, if it is published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.







NEW ZEALAND IS NUMBER ONE!

I'm writing to inform you and your readers that New Zealand isn't as boring as you think it is. The comments in the review of New Zealand Story, issue 13, are very offensive to my fellow countrymen. New Zealand is a green, clean land and even

though it may not be as exciting as Britain, I personally would prefer living in a clean, fresh area compared to living next door to a nuclear power station. Imagine having to count your limbs every morning to make sure that the odd one hasn't grown sneakily in the night?

(The letter continues for around

another three pages, all of it slagging off Britain

Anyway, thanks for listening and keep up the good work on the

Pride is a very powerful force in all of us and obviously the jokes in the review didn't go down too well with this Kiwi! Each SEGAPRO review is written and presented in a lighthearted manner, hopefully making them more fun to read. Inevitably, someone is going to be offended by comments that are made, although I think you would benefit from taking a more casual attitude to life and not get so upset by a mere sentence!



Brett Calladine, age 10

TUT TUT!

I was visiting a friend recently in London when I noticed a Mega Drive perched on his video with a very strange device attached to it. When I enquired what this was, he told me that this was a Cart Dumper. Basically, it means that you could copy the contents of any Mega Drive cartridge onto disk and play them without needing the original cartridge. I was amazed that Sega haven't released something like this onto the market - just think of the low game prices and multi-disk games. What a brilliant idea!

Please could you pass my comments onto Sega so that they could give this idea some thought. Anon, Manchester.

The Cart Copier you describe is actually a very illegal piece of hardware imported from the Far East, where software piracy is widespread.



The reason that Sega won't release an add-on such as this is because all their cart sales would drop through the floor and spell disaster for every other Mega Drive owner. Carts are far too expensive as they are and a massive outbreak of piracy would only jack the price up even more, crippling the Mega Drive market for good.

Claire Davies

I'm not going to pass your comments over to Sega and I hope that you won't be stupid enough to tell them yourself.

CD ROMMING

After reading quite a few of your Mega-CD reviews, I've come to the conclusion that it's a complete waste of time, energy and money. The games don't seem to be any better than their cartridge counterparts except in the musical department, and the only type of game that is suited for CD-ROM seem to be massive RPGs. The SNES CD, on the other hand, can produce some stunning games that will knock the Mega-CD into a cocked hat. Why shell out £270 on a piece of hardware that's based on three-year-old technology when the SNES CD is going to retail at around £100?!

As you've probably guessed by now, I'm a SNES owner and feel compelled to write to you and voice my own feelings. I may be slightly



biased towards the SNES, but in my mind it's the better machine by far. Simon Cradwell, Portsmouth

The Mega-CD hasn't been pushed to its full potential yet, but once developers get hold of it, the real power of the Mega-CD will be unleashed. As for the price, £270 includes almost the same amount worth of software thrown in.

The SNES CD doesn't actually exist yet. There are a few prototypes in Japan, but the entire hype about this CD-ROM drive is based on a preliminary specification sheet and is therefore pure speculation.

By the way, why are you reading a Sega mag? Maybe you've seen the light and are going to sell your SNES



A Lawrance, age 13

for a Mega Drive and Mega-CD!

SIMPLY THE BEST

I thought it would be worth the price of a first class stamp just to tell you that I think your mag is the best is the world and I will continue to read it until I go blind!

Sarah Hewson, Cambridge

Cheers, Sarah! It's always nice to know that our efforts here at SEGAPRO HQ are appreciated!

GIZ A JOB!

I am writing to you because I would like to know how to become a game reviewer for a magazine like yours. What sort of qualifications do you require and how would I go about getting a job with a publishing company in the first place?

Andy Smith, Cornwall

PS: Have you got any jobs going in your magazine?





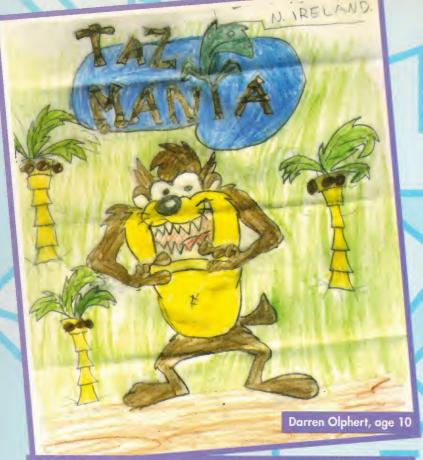
If you are confused about some of the developments in the land of Sega, then you can write to the Pros for help. We'll try to solve as many of your problems as we can each month, but if we can't, then we'll know a man who can! If you have any queries or problems then write to the Pros at: PROBLEMS PROCURES, SEGAPRO. Durham House, 124 Old Christchurch Road. **Bournemouth, Dorset BH1** 1NF.

Firstly, a quick piece of advice if you're going to write to us here at SEGAPRO: please don't ask us to reply personally, either by mail or phone. We try to answer as many Problems and Protest letters as we can, but we have a limited amount of space each month to do it in. If you don't get a reply in the magazine when you write in, don't despair! We read every letter we receive and your comments are duly noted for future reference. If you choose to ignore the above, your stamp will be given to charity!

Right! That's the boring bit out of the way, now down to the serious business of solving all of your problems and answering your queries!

Someone who forgot to enclose their name, but comes from London, wants to know when the Sega Virtuality helmet and Activator will be released over here. As far as we know, the Activator will be released in the States fairly soon but no release dates have been decided for the English version. As far as the Virtuality helmet, don't hold your breath! It's still in the prototype stage.

Dean Steel, from Derby, wants to know when the Game Gear version of the Datel Action Replay cartridge will be available as he's tried every shop he can think of and can't find it anywhere. The Game Gear version is still being developed at Datel HQ, close









The first thing you need to concentrate on is getting good results in your exams, especially English. You obviously need to be able to write and have a good knowledge of console games in general.

As far as getting the job in the first place, type out a CV with a covering letter giving a small amount of information about the job you are after and then post a copy to every magazine you would like to work for. Good luck with your future career!

PS: No. Sorry!

CHEATS NEVER PROSPER

How do cheats get into games? I'm sure that a game developer doesn't intentionally programe a cheat into the game. So, where do they come from? Does some unknown hacker re-write parts of the game before they are released or are they really an intentional inclusion in the game?

Alison Rosier, Lincon

Cheats such as level selects and permanent invincibility are actually written into the code while the game is being developed to give the coders access to the later levels in their game without having to play all the way through.

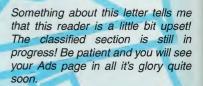
Play-testers also use these in-built cheats to help the developers produce more playable games and when the game is completed, these are normally left in because it's easier to leave them in than spend more time taking them out.

After a couple of months, the cheat is then leaked to the press and that's how it spreads!

AD PAGE PLEASE?

When are you going to start your advert page? I've seen the forms in the past two issues of SEGAPRO, but not one advert has been printed. What's the use of including the forms in your brill mag for people to use if you don't print their adverts?! I for one have loads of old Master System and Mega Drive games and equipment to sell and it's gathering dust while you're all wasting every potential advertisers' time!

Tim, Somerset



PLASTIC SURGERY

What happened to the old SEGAPRO?! I have only just returned to England from an eight-month posting in Africa and what was the first thing I did when I landed at Heathrow airport? Phone my wife? Kiss the floor? Watch EastEnders? No, I went into the newsagent in the airport and bought the first copy of my favourite magazine for eight months.

Who are these new guys? I was quite happy to see Dom still listed in the credits and I expect you couldn't get rid of Dave Perry if you shot him through the head, but where did Pat, Simon, Dino, Sam and Jason come from!

I must say that the new look is very appealing as the old style was getting a little bit too predictable, but at least the content of the mag is still of an exceptional standard and is well worth the price. Keep it up!

Corp. D Lacey, Aldershot

In your relief to be back in England, you probably didn't realise that the publishing company that produces SEGAPRO has moved to Bournemouth and not everyone from the old office could afford to move down with it, so a few people had to leave. Everyone just sort of came together at the same time and had to pick up from where the other guys left off.

As for the new style, we like it a lot and it's obvious from readers' reactions that they like it too, so you're not the first to give us some praise recently!

Ana you're absolutely right about Dave Perry. He's the one constant in an otherwise turbulent mag!



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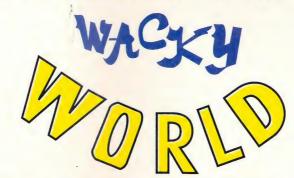
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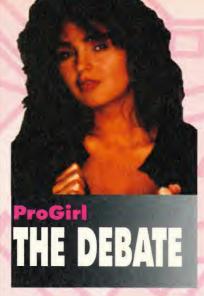
behind the newly released Master System Action Replay cart. Expect it to appear in the shops

Rachel Denning from Leeds would like to know where she can get hold of a replacement case for her Mega Drive that was damaged when her house caught fire! Miraculously, the Mega Drive still works, although the case is a bit charred and melted! The only thing we can suggest is to give Sega a ring on (071) 7278070 and see if they can supply you with a new surround for your wartorn Mega Drive.

After the news story in last month's SEGAPRO concerning the Mega Drive modem, we've had hundreds of letters asking us what games will be compatible with the device. There will be eight games supplied with the unit and the modem will be given to some of the top game developers so they can produce special games for the modem. A word of warning to anyone who's considering purchasing one of these fun add-ons: excessively large phone bills can seriously damage your wallet, credit rating and family happiness!

Katie Clements from Nottingham is worried that the Dream Machines-the Laseractive and 3DO - that we featured in issue 18 will take over the Mega Drive market and her dearly beloved machine will plummet into obscurity! Don't worry Katie! The new machines may be very impressive, but it will be a long time until we see them over here. Even when they do appear, there are so many Sega owners in the UK that we can't see the Mega Drive disappearing off the face of the Earth!

We've run out of space yet again, so you'll have to wait until next month when we'll be answering more of your queries and solving your problems. See you all in around 30 days!



ProGirl is taking a well deserved break this month so the debate that was put to you all last month was "Has she done anything for the magazine?". Do you immediately flip to her section every month or just casually glance at her column? Could this possibly be the end of ProGirl as we know her? When are we going to get on with it and stop asking stupid questions? Let the battle commence...

Dear ProGirl

Even though your column has been informative and even funny over the past few months, no-one, myself included, is going to take you seriously until you drop the stupid ProGirl tag and use your real name. I would also like to see some more console related subjects brought up for debate and not the old "What's your favourite TV programme?" stuff.

That's for kids in playgrounds, not the pages of a well-respected magazine. Everyone who reads the magazine must have an opinion about something in the Sega world, be it rental, prices or release dates, so why not concentrate on issues like the ones I've just suggested? Tracy Steepleton, Surrey

Somehow, I don't think that ProGirl would be too bothered about revealing her real name, but we prefer the nickname of ProGirl. It may make her sound like a bimbo, but she's extremely clued up on the Sega world in general and brings up subjects that not only reflect the current state of the console market, but give anyone new to the world of Sega a decent grounding in console knowledge. The subjects you mention have already been covered in the pages of ProTest.

Dear ProGirl

I must admit to being captivated by your good looks, but as far as I can see, that's all you have to offer an otherwise excellent Sega magazine. Until you arrived on the scene, ProTest dealt with many of the debatable issues that crop up every now and then with sufficient swiftness and clarity to close the subject after only one issue. Your debates are left so open-ended that I'm sure that you still get letters arguing a point that was made in your first column.

In short, I think your column's space could be put to better use by being turned over to ProTest to give this great section of the mag more space. Please don't be offended by my comments; after all - you asked for them.

Martin Raul, Brighton

Yes, she is very pretty but that's not all she has to offer. It's been mentioned before but I'll say it again; ProGirl follows the console world very closely and that is reflected in her choice of debates. I can't see how you describe them as being open-ended, although the minute amount of space she gets every month could leave the impression that she doesn't take your comments seriously simply because her answers have to be very brief.

ProTest is already large enough and the extra two columns of page space that would be gained ProGirl

should be about enough for two more letters a month - hardly what I'd call a cost-effective and worthwhile proposition.

Dear ProGirl

Whenever I get my new issue of SEGAPRO, I always read the ProTest section first. I can't help thinking that it would look a bit sparse again if your little section was deleted. I think the debate thing should be kept, but how about the odd competition now and again - that would spice up your section no end.

I don't think you should go, but you've got to make your addition to this great mag worth keeping my making a few changes!

Mark Stevenson, Halifax

Competitions are a good idea, but as always, the lack of room is enough to keep even the smallest of changes from reaching the page. I know what everyone would like to win in a compo - the chance to meet ProGirl!

Dear ProGirl

I must confess to being completely indifferent to your column. Although your pictures brighten up an otherwise boring section of the magazine, I wouldn't miss you if you went

and I don't mind if you stay. To put it another way: quite frankly, my dear, I don't give a

Stu Crane, Wolverhampton

This was just one of many letters from people who didn't really care if ProGirl stayed or was banished to the realms of obscurity. Most of the letters were from female readers who didn't object to ProGirl herself, but the way that she could be seen as targeting young, adolescent boys.

JUNE 1993

THE ULTIMATE OUEST

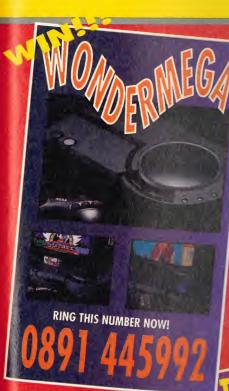
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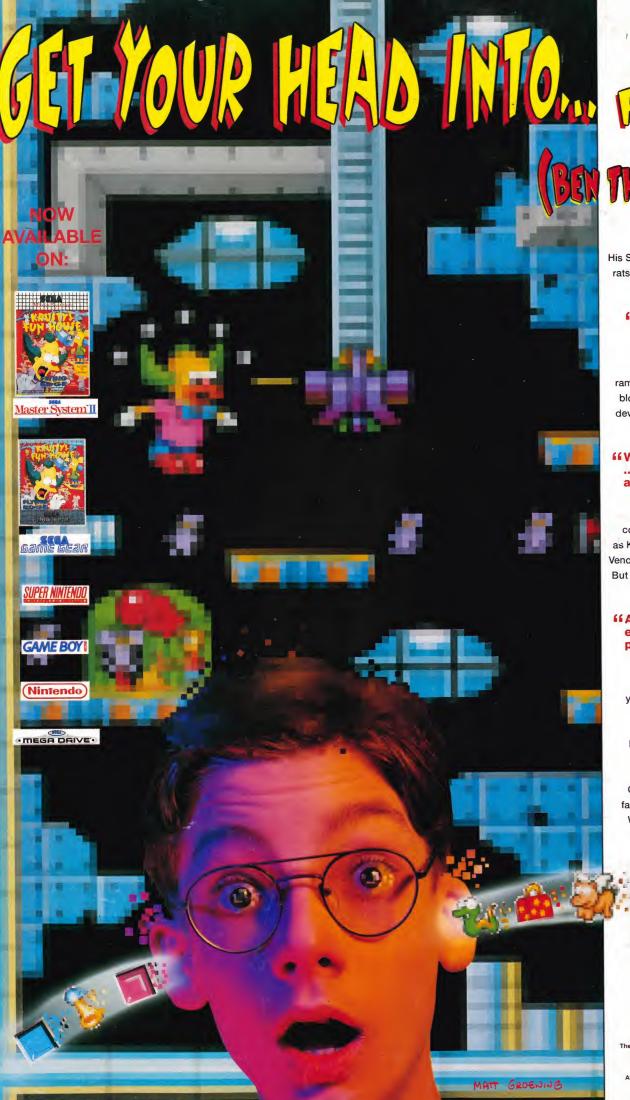
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